

TAKE YOUR GAME FURTHER® **BRADYGAMES®**

CALL OF DUTY™

FINEST HOUR™

OFFICIAL STRATEGY GUIDE



By Bart Farkas

This game
has received
the following
rating from
the ESRB:



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM
AND MICROSOFT XBOX®

ACTIVISION®

CALL OF DUTY™

FINEST HOUR™

OFFICIAL STRATEGY GUIDE



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THE CHARACTERS

In *Call of Duty: Finest Hour*, the player assumes the role of six different characters through the course of three separate campaigns. Three of these characters appear in the Russian Campaign, one in the British Campaign, and two in the American Campaign. Each of the characters has his or her own story, and is introduced in his or her own words.



Pvt. Aleksandr Sokolov

"I thought I was safe. As a watchmaker's apprentice I thought I would open a shop of my own. I thought I would get married, have children, start a life. But now our cities are under attack. And Stalingrad will put an end to that. We should have known the Germans would turn on us. Break the treaty, they have no honor. I'm only twenty, but I'm ready to fight to the death. The site of my home burning makes me want to fight."

Lt. Tanya Pavelovna

"My name is Tanya Pavelovna. We had little idea the Nazi invasion had pushed as far as our village until the night we awoke to the sound of tank treads grinding in the distance. Tank shells sent my neighbors scurrying for cover, and in the chaos I was separated from my parents. The next day I was rescued by soldiers from the Red Army. I was twenty five.

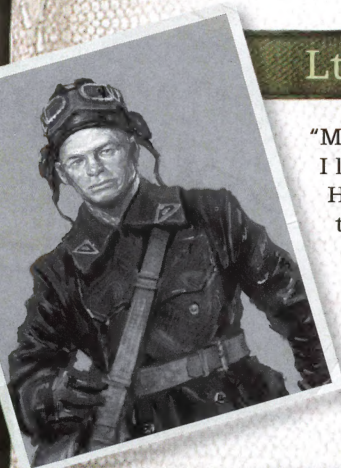
During my first skirmish our squad was cut down and I escaped in a collapsed building, where I took a sniper rifle off the body of a fallen comrade. My father's voice guided my aim as I cut down my first four Germans with that rifle. My skill was reported to HQ and I was assigned as a sniper and sent to Stalingrad. I've been hunting Germans ever since. They took my family and my home, and I intend to take their lives."



Lt. Nikolai Badanov

"My name is Nikolai Badanov. The day after the Germans attacked the Soviet Union I left my wife and newborn son in the care of my parents and joined the Red Army. Having been a mechanic in Leningrad for years, it was no surprise I was assigned to the 24th Tank corps. I live for the day we grind Berlin beneath our treads.

Perhaps it's this aggressiveness that won me my own tank crew and assignment in Stalingrad. While my crew and I are like family, there's another comrade who I'll be tied to forever. Her name is Tanya Pavelovna, and she saved our skins as we escaped in the last surviving T34 after an assault on an old factory near Volgograd. But our tank soon had engine trouble and the smoke plume was giving away our position, so we found what looked to be a safe place to make repairs."



Pvt. Edward Carlyle

"My wife finally wrote saying, 'Ed Carlyle, just ask them to do something else,' so I did. It turns out having a background in teaching chemistry can get you out of a desk job pretty quick if you have a mind to it. I knew nothing of the private army or its ties to the Desert Rats 'til I was in training. This sabotage platoon's philosophy is lightning fast strikes and massive explosions deep behind enemy lines. It's gratifying to know that every time we light up a fuel depot or munitions dump, we're stalling Rommel's tanks and helping those poor blighters on the front lines. It may not be fighting fair, but the Germans have hardly fought fair in Europe, so to hell with them. My assignments are highly confidential, so as far as the wife knows, I'm still sitting at a desk. But for some strange reason, I've stopped complaining."



Sgt. Chuck Walker

"My name is Chuck Walker. I've been attached to the 1st Army, the Big Red One, for a long time now. I fought in North Africa and Sicily. I landed in Normandy on D-Day. Every day I fight to save my life and the lives of my men. I'm proud we're on the front lines. I know none of us are going home until the Germans surrender completely, and we wanna be right there when it happens. That's why Aachen is so important. It's time to take this fight right to Germany, where it began. This isn't about medals or honor, those things don't matter when you're fighting for your life. This is about winning the war, and fighting with the Big Red One has taught me: You win a war by surviving it. And that means killing the Germans before they kill me."



Sgt. Sam Rivers

"My name is name is Sam Rivers. The day after the attack on Pearl Harbor, me and my best friend Jim rushed to enlist in the U.S. Army. Most of our buddies from the neighborhood in Chicago did the same. I was only 18. I barely had enough time to say my goodbyes, get packed, and marry my sweetheart Maggie three hours before we shipped off to basic training. I was assigned to the 761st Tank Battalion, which was almost entirely made up of colored folk, except for the officers. We were not particularly welcome at Camp Hood, but this just drove us to build an unstoppable team and earn the respect of everyone we met. General Patton himself saw us in action and insisted we be attached to his 3rd Army and stationed in Europe. Today we're near the town of Tillet. Every other American unit assigned to take this town has tried and failed. Now it's our turn. We're all fighting for something more than just defeating the enemy. Every man in the 761st has something to prove to himself, and to the folks back home. For us, victory has a double meaning."



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INFANTRY TACTICS

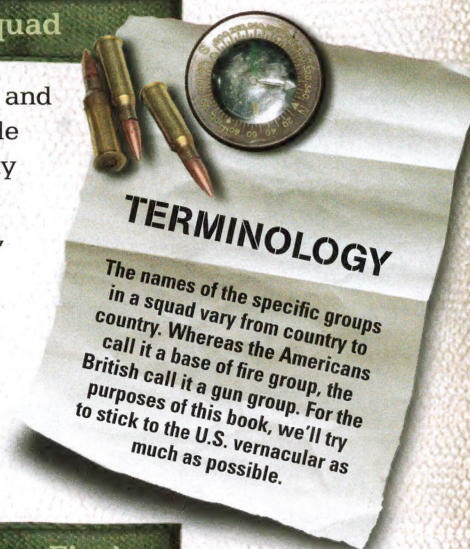
The absolutely fascinating aspect of **Call of Duty: Finest Hour** is the way the designers have brought squad-level gameplay to life like it has never been done before. In **Call of Duty: Finest Hour**, you're often part of a squad, working together to achieve a common goal. As such, there are some real-world tactics and rules that you should know.

Real-World Infantry Tactics

Of course, there are many, many books dedicated entirely to what we're going to cover in a few paragraphs, so this isn't intended as a be-all, end-all of infantry tactics. That said, we do want to cover the main points, so that you can apply some of these tactics to **Call of Duty: Finest Hour**. Because the AI in the game is so superior, many of these tactics can be used in the single-player missions. But ultimately, you'll use these concepts in the multiplayer arena.

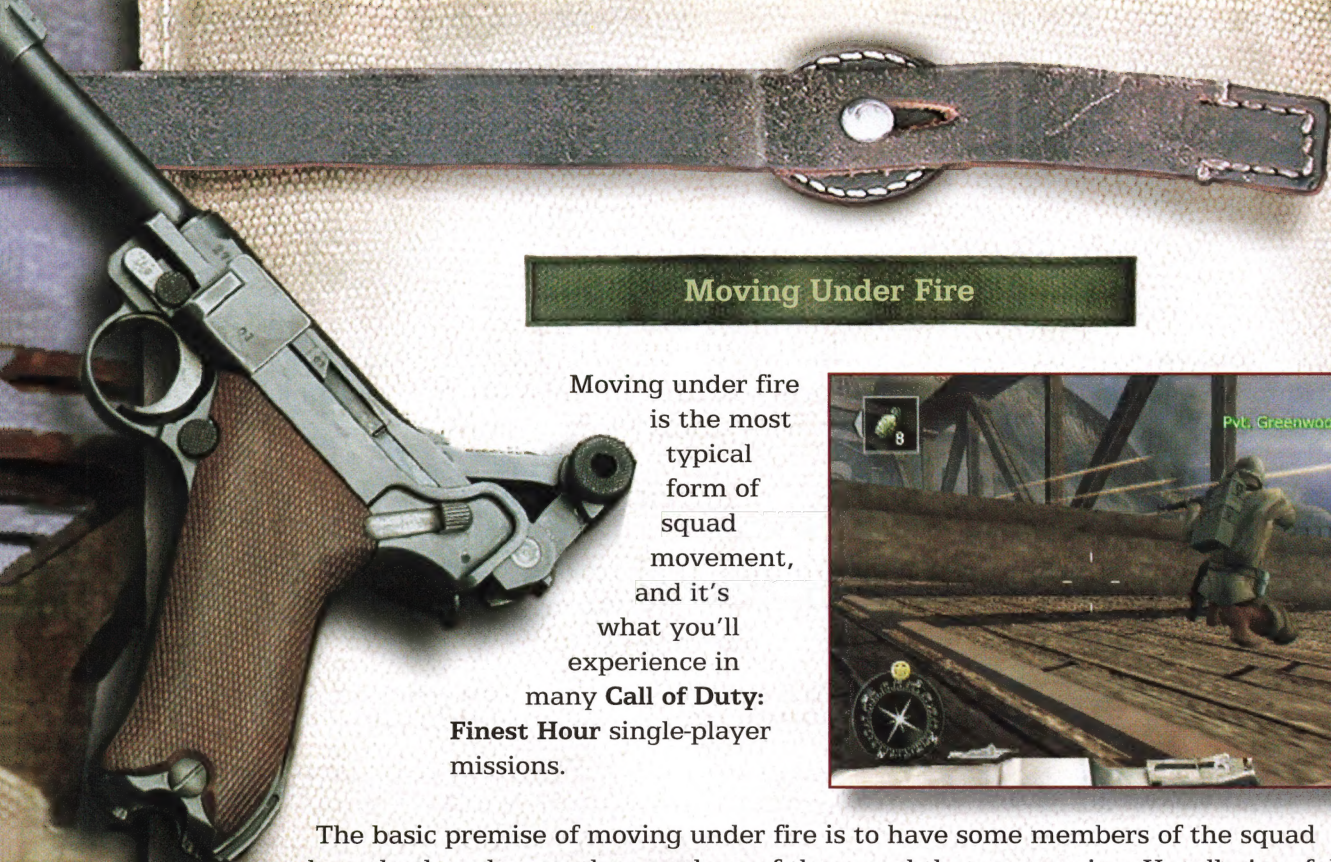
The Makeup of a Squad

A squad is made up of a squad leader, riflemen, scouts, and a base of fire group. The leader is, well, the leader, while the riflemen are the group that actually move on enemy positions. You can think of them as the assault group if you like. The scouts protect the flanks and scout ahead, while the base of fire group usually has some sort of machine gun to lay down suppressing fire or draw the enemy's attention.



All-Out Assault (Marching Fire)

The usual way for a squad to move is in pieces, with one portion of the squad covering the members that are moving and vice versa. In an all-out assault, sometimes called marching fire, the squad moves as a group toward the enemy, with guns blazing. In order for this technique to work, usually you need some supporting fire from tanks, artillery, or mortars. The idea of an all-out assault is to overwhelm the enemy with sheer numbers, speed, and weapons fire. The Russians used this technique when crushing the Germans late in the war. They would send large groups of soldiers running forward, firing PPSH 41s at their enemies!



Moving Under Fire

Moving under fire is the most typical form of squad movement, and it's what you'll experience in many **Call of Duty: Finest Hour** single-player missions.



The basic premise of moving under fire is to have some members of the squad hang back and cover the members of the squad that are moving. Usually, in a full squad, the machine gun team sets up and fires on a known enemy position, while the riflemen move from one place of cover to another one that's closer to the enemy. Of course, this isn't always easy because there isn't always cover, but that's how it works in theory.

Scouting

Some of the missions in **Call of Duty: Finest Hour** involve working on a more solitary basis, without an entire squad to back you up. You must exercise caution and always watch out for potential danger spots, like getting caught in a hallway with enemies on either side of you.



When you're working alone, it's a good idea to lead with explosives. Tossing a grenade down your intended path may kill some of the enemies, and it may stun some of them. But it will most certainly let you know if any enemies are even there, because they'll scream if they are.

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Suicide Runs

Once in a while it may pay off to make a so-called suicide run, which means running straight through daunting enemy fire toward your objective. A suicide run can work when you have a squad behind you, but when you're alone, it tends to be...suicide.

Call of Duty: Finest Hour Tips & Tactics

This section contains tips and tactics that apply directly to the in-game experience of **Call of Duty: Finest Hour**. There are myriad variations on how to manage any particular mission or maneuver, but these methods are proven to work in a general sense.

-  **Lead with your grenades.** Enemies are often dug in and will need some coaxing to come out of their hiding places. Using grenades really clears the way and helps to reduce your risk as you move forward.
-  **Use Health Kits wisely.** Often times you find Health Kits that you don't need. Don't grab a large Health Kit if you only have 10% damage. Save that kit because you never know if you'll need to come back for it later.
-  **Return for Health Kits.** The game won't go on without you, so don't be afraid to backtrack a little to get a Health Kit that you really need now but didn't need 10 minutes ago when you first saw it!
-  **When you hear the familiar clink-clank of a grenade bouncing on the ground, get away ASAP!** The enemy likes to lob plenty of grenades at you.
-  **Use ranged weapons.** If you have a rifle with a scope (or even if you don't), take out the enemy from as far away as possible.
-  **Listen carefully to your squad members.** Often they'll tell you what's coming, whether it's a tank or a group of soldiers. They'll also shout instructions at you so you know what to do next in your mission.
-  **Use the resources at hand.** If you have access to a DP28 or an MG 42 machine gun, find a piece of flat ground and use them to their fullest. There's no sense avoiding the use of powerful weapons, especially when time allows.
-  **Don't be afraid to use German equipment.** The PPSH is an awesome machine gun, but you'll constantly struggle to find ammunition for it. With so many Germans being killed, there are plenty of MP 40s littering the ground. The MP 40 may not have quite as much kick as some weapons, but when you are otherwise out of ammunition, the MP 40 is much better than nothing!
-  **Crouch!** It's always important to stay low when the enemy fires on your position. Don't rush things; if it's safer for you to get down on your stomach and crawl, then do it.
-  **Go for the most lethal enemy target first.** If you're faced with a wall of enemies, go after the one that's causing your squad (not just you) the most problems. In most cases that's an MG 42 gunner, but in other cases it could be a pesky sniper in a high window.



-  **Keep a keen eye out for the weapons dropped by felled enemies. Every once in a while you'll find a real gem.**
-  **If you take some hits, just look for side rooms or felled enemies, because they often give up Health Kits.**
-  **Just because you've taken out an MG 42 gunner, it doesn't mean that the MG 42 is silenced forever. The Germans bring in reinforcements in almost all the firefights, and they send more gunners to many of the MG 42s.**
-  **Sometimes, all you can see of an enemy is the very tip of his helmet. That's all you need when you're using a scoped rifle. Simply aim very carefully at the tip of his helmet and you'll take him down in one shot.**
-  **It's very important to conserve ammunition in all missions, especially for desirable weapons like the PPSH or the Sten Gun. To avoid exhausting your ammunition, fire only in short bursts rather than opening up on enemies. Overall, you'll find that firing short bursts is more accurate than emptying a clip in a single, extended surge.**
-  **Take advantage of MG 42 emplacements whenever possible. The MG 42 is a very powerful weapon. For example, you might take over the MG 42 nest that faces remaining enemies and take them out in a few seconds. This is a lot faster than using small arms fire.**
-  **When you're driving a tank, take the time to master the controls so that you can move in one direction and aim the turret in another direction.**
-  **Make sure you know how to use all the controls in the game. Go to the Options menu and make sure the controls suit your playing style. The most important controls, other than movement and shooting, are leaning left and right, crouching, going prone (on your belly), and switching modes on certain weapons.**



SHELL SHOCK

When an explosion occurs near to you, you will likely experience shell shock. When you're shell shocked, time appears to slow down from your perspective. In reality,



you're dazed and you can't move or react as quickly as normal until the effect subsides. As long as you're not in imminent danger of taking further hits, you have a moment to think about your next move. On the other hand, you're a sitting duck for nearby enemies. No matter what, if you are close enough to an explosion to experience shell shock, then you have already suffered a significant amount of damage.

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HEALING SQUAD MEMBERS

Your squad members are integral to your success in **Call of Duty: Finest Hour**, and as such you may desire to heal them if you have extra Large Health Kits handy. If a squad member's name is yellow or red, then you should probably give him some Health if you intend for him to stay with you for very long.

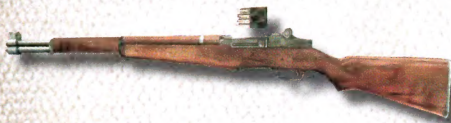


You can heal thy neighbor.

WEAPONS

This section details the various weapons available to you in **Call of Duty: Finest Hour**. We include a smattering of historical information, as well as some useful tactics for each weapon.

M1 Garand



LENGTH:	43 inches
WEIGHT:	9 lbs 8 oz
FEED SYSTEM:	8-round internal box magazine, clip fed
OPERATION:	Gas Piston/Semi Automatic
CALIBER:	.30 inches
IN-GAME DAMAGE:	80
MELEE DAMAGE:	90

Background: The M1 Garand (developed by John Garand) was the first general-use semi automatic rifle. The action is gas-operated, meaning the gas discharged from the first shot moves the next round into the chamber. Each clip for the M1 Garand holds eight rounds, so a soldier can fire eight times without reloading.

Tactics: The Garand is one step up from a basic rifle, in that it holds a clip of eight rounds and is semiautomatic. As a long-range weapon for sniping at the enemy, the Garand is actually quite acceptable. For heavier fighting, you'll need to upgrade to a fully automatic weapon.

Mosin-Nagant 1938 Bolt-Action Rifle



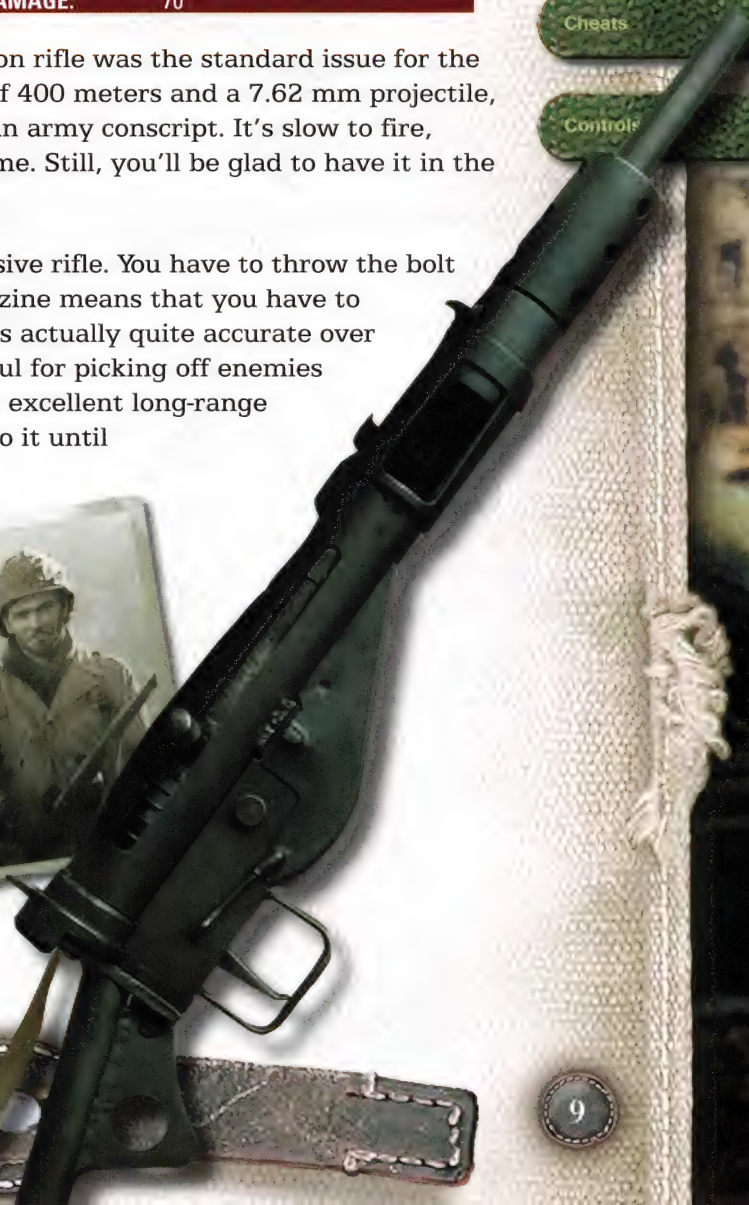
LENGTH:	48.5 inches
WEIGHT:	8 lbs 11 oz
FEED SYSTEM:	5-round internal box magazine, stripper clip or single feed
OPERATION:	Turn-bolt
CALIBER:	7.62 mm
IN-GAME DAMAGE:	90
MELEE DAMAGE:	100



LENGTH:	48.5 inches
WEIGHT:	8 lbs 11 oz
FEED SYSTEM:	5-round internal box magazine, single feed
OPERATION:	Turn-bolt
CALIBER:	7.62 mm
IN-GAME DAMAGE:	90
MELEE DAMAGE:	70

Background: The Mosin-Nagant 1938 bolt-action rifle was the standard issue for the Russian troops in World War II. With a range of 400 meters and a 7.62 mm projectile, it was a decent weapon for the average Russian army conscript. It's slow to fire, however, and can hold only five rounds at a time. Still, you'll be glad to have it in the early part of the Russian campaign!

Tactics: The Mosin-Nagant isn't a very impressive rifle. You have to throw the bolt after every shot, and a paltry five-round magazine means that you have to reload often. That said, the unscoped version is actually quite accurate over long distances. You'll find that this rifle is useful for picking off enemies from afar. The scoped version of this rifle is an excellent long-range precision weapon. When you get one, hold onto it until you're out of ammunition!



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Lee-Enfield



LENGTH:	44.43 inches
WEIGHT:	9 lbs 1 oz
FEED SYSTEM:	10-round detachable box magazine, or single feed
OPERATION:	Turn-bolt
CALIBER:	.303 inches
IN-GAME DAMAGE:	90
MELEE DAMAGE:	100

Background: The Lee-Enfield is a bolt-action British rifle that carries 10 rounds in each magazine. You don't have to reload as often as with the other bolt-action rifles, but the bolt must still be thrown after each shot. Its weight is comparable to other bolt-action rifles used in WWII. The Lee-Enfield uses .303 caliber rounds and was the standard-issue weapon for British troops.

Tactics: The Lee-Enfield is a basic bolt-action rifle that will serve you reasonably well when nothing else is around. Just be careful not to get into close-quarters fighting with a rifle like this as your only weapon.

Kar98k



LENGTH:	43.6 inches
WEIGHT:	8 lbs 9 oz
FEED SYSTEM:	5-round internal box magazine, stripper clip or single feed
OPERATION:	Turn-bolt
CALIBER:	7.92 mm
IN-GAME DAMAGE:	75
MELEE DAMAGE:	100

Background: Made by Mauser, the Kar98k (Karbinger Kurz, or "short carbine") was the main rifle for German troops in WWII. The Kar98k uses 7.92 mm ammunition and has clips of five rounds each, but the bolt has to be thrown each time you fire. The Kar98k is a relatively heavy rifle, making it harder to aim from a standing position.

Tactics: The Kar98k is a basic rifle. Like the Springfield and the Mosin-Nagant, the Kar98k is an excellent long-range weapon. As a rule, you won't be picking up a Kar98k unless you're out of ammunition for your own weapons.

Gewehr 43 Rifle



LENGTH:	44 inches
WEIGHT:	9 lbs 9 oz
FEED SYSTEM:	10-round detachable box magazine
OPERATION:	Gas/semi-automatic
CALIBER:	7.92 mm
IN-GAME DAMAGE:	75
MELEE DAMAGE:	55

Background: In 1941 the German army, looking for a replacement for their Mauser Rifles, contracted Walther to make the Gewehr 41 semi-automatic rifle. This rifle then lead to the Gewehr 43, which became the standard semi-automatic rifle for the German troops. The Gewehr 43 used a 7.62 mm bullet and could hold ten rounds in each ammo clip. Weighing in at nearly 10 lbs, the Gewehr 43 never made it into comparatively wide use in WWII, but it was used as an excellent semi-automatic weapon and occasionally even as a sniper rifle.

Tactics: An outstanding all-round weapon with a serious punch and a smooth semi-automatic recoil. The Gewehr is an excellent weapon for accurate combat over medium distances. Use this to take out multiple targets when you need more than one quick shot and speed is of the essence.

Springfield



LENGTH:	46.25 inches
WEIGHT:	9 lbs 10 oz
FEED SYSTEM:	5-round integral magazine, single feed
OPERATION:	Turn-bolt
CALIBER:	.30 inches
IN-GAME DAMAGE:	85
MELEE DAMAGE:	80

Background: The Springfield M1903 was made by U.S. Rifle and dates back to the Spanish-American War. A .30 caliber rifle, the Springfield has a magazine of five rounds. Most Springfields were equipped with M73B1 2.5x telescopic sights.

Tactics: Like the scoped Mosin-Nagant, the Springfield in **Call of Duty: Finest Hour** is a scoped long-range rifle that's excellent for picking off Germans from great distances. The Springfield has a magazine of only five rounds and the bolt must be thrown after every shot, but its stunning accuracy makes it a keeper.

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M1A3 Grease Gun



LENGTH:	30 inches
WEIGHT:	8 lbs 15 oz
FEED SYSTEM:	30-round detachable box magazine
OPERATION:	Gas Blowback/semi/full automatic
RATE OF FIRE:	450 rpm
CALIBER:	.45 in or 9mm
IN-GAME DAMAGE:	45
MELEE DAMAGE:	40

Background: Much easier to build than the Thompson, the M1A3 Grease Gun also had several design aspects that made it superior to its predecessor. These included a low cyclical rate of fire that made the gun more stable when firing as well as more accurate. The M1A3 used a .45 caliber bullet and its magazine could hold up to 30 rounds.

Tactics: With a weight of just under 8 pounds and an effective range of about 50 yards, the M1A3 Grease Gun is an excellent close or medium range weapon.

PPSH 41 Full Auto



LENGTH:	33.10 inches
WEIGHT:	8 lbs
FEED SYSTEM:	71-round detachable drum magazine
OPERATION:	Gas Blowback/full automatic
RATE OF FIRE:	900 rpm
CALIBER:	7.62 mm
IN-GAME DAMAGE:	34
MELEE DAMAGE:	51

Background: The PPSH or Pistolet-Pulemyot Shpagina obr 1941G (also known as a Burp Gun) was the Soviet Union's submachine gun during WWII. It takes 7.62 mm rounds and weighs a hefty eight pounds unloaded! The version in **Call of Duty: Finest Hour** carries a 71-round drum that sits just ahead of the trigger area. While the weapon is very powerful, firing 900 rounds per minute at a muzzle velocity exceeding 1,500 feet per second, it's relatively inaccurate. It's best used for close-quarters fighting and laying down suppressing fire.

Tactics: Perhaps the most powerful submachine gun in the game, the PPSH is excellent for close- to medium-quarters fighting, but you should sling it over your shoulder if your targets are more than about five meters away. Fire in short bursts to conserve ammo and improve your accuracy.

DP28 Machine Gun



LENGTH:	50.8 inches
WEIGHT:	20 lbs 8 oz.
FEED SYSTEM:	47-round detachable drum magazine
OPERATION:	Gas
RATE OF FIRE:	550 rpm
CALIBER:	7.62 mm
IN-GAME DAMAGE:	70

Background: The DP (Degtyarev Pechotnyi) 28 light machine gun was one of the USSR's most reliable weapons, and it served from its early designs in 1917 right through WWII. Requiring 7.62 mm rounds, the DP28 had a rate of fire of 550 rounds per minute.

Tactics: A little clunkier than the American or British light machine guns, the DP28 is nonetheless similar in both performance and function to its cousins. If you need to lay down suppressing fire or subdue an enemy onslaught, this is your weapon.

BAR



LENGTH:	47.75 inches
WEIGHT:	22 lbs
FEED SYSTEM:	20-round detachable box magazine
OPERATION:	Gas, full auto
RATE OF FIRE:	500 rpm
CALIBER:	.30 inches
IN-GAME DAMAGE:	60
MELEE DAMAGE:	70

Background: The BAR (Browning Automatic Rifle) was created by John Browning in the dying months of World War I. It was modified several times up until 1939, when the M1918A2 model was finalized. Its magazine holds 20 rounds.

Tactics: The BAR is a very powerful machine gun that can take down an enemy with one round. The tradeoff is that it's very heavy and contains only 20 rounds per clip, so you must reload often in order to be well-equipped at all times. Beware that the BAR tends to recoil stiffly when fired continuously. Indeed, you'll have to compensate by aiming low during continuous fire to prevent it from rising up out of aim.

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Browning M1919A6 .30 Caliber Air-Cooled Machine Gun



LENGTH:	53 inches
WEIGHT:	32.5 lbs
FEED SYSTEM:	250-round fabric belt
OPERATION:	recoil, full auto
RATE OF FIRE:	400-450 rpm
CALIBER:	.30 inches
IN-GAME DAMAGE:	85

Background: The air-cooled Browning .30 Caliber machine gun was less than half the weight of its water-cooled sister (the Browning M1917A1), and as such its few shortcomings could be overlooked because of its excellent portability. Since the weapon could fire over 400 rounds per minute, a single ammunition belt would usually last only a few precious seconds.

Tactics: Since the .30 Cal Machine Gun takes a relatively long time to set up, reload and take down, we recommend that you avoid using it in situations where enemies might storm your position, leading to close quarters combat.

BREN LMG



LENGTH:	45.25 inches
WEIGHT:	22 lbs 5 oz.
FEED SYSTEM:	30-round detachable box magazine
OPERATION:	Gas, full auto
RATE OF FIRE:	500 rpm
CALIBER:	.303 inches
IN-GAME DAMAGE:	80

Background: The BREN (Brno-Enfield) was used by the British in WWII as a mobile light machine gun, although it was originally developed in Europe. The BREN uses .303 caliber ammunition. The magazines hold 30 rounds of ammunition, and it has a rate of fire of about 500 rounds per minute.

Tactics: The BREN light machine gun is a powerful weapon that's light enough to lug around with you, and it packs a wallop that can often bring down an enemy with one round. The BREN will become your friend as you engage the German army.

MP 40



LENGTH:	32.75 inches
WEIGHT:	9 lbs
FEED SYSTEM:	32-round detachable box magazine
OPERATION:	Gas blowback/ full automatic
RATE OF FIRE:	500 rpm
CALIBER:	9 mm
IN-GAME DAMAGE:	34
MELEE DAMAGE:	40

Background: Designed to be very economical to produce, the MP 40 (Maschinenpistole 40) was the most common German machine gun in WWII. It was a well-made gun that probably inspired the British Sten gun, and it had some revolutionary features for its time, like a folding shoulder rest. It uses 9 mm ammunition and can hold 32 rounds per clip. It's heavier than other machine guns. The MP 40 can fire 500 rounds per minute and has an effective range of about 100 meters.

Tactics: You'll use the MP 40 a lot. The weapons you arrive with tend to run out of ammunition, so your only choice will be to pick up an MP 40. Fortunately, there's usually a great deal of ammunition for the MP 40 lying around throughout the game. The MP 40 is superior to the Thompson for shooting over longer distances. In fact, we recommend the MP 40 for long-range fighting if you don't have a rifle.

Thompson M1A1



LENGTH:	33.25 inches
WEIGHT:	10 lbs 2 oz
FEED SYSTEM:	20- or 30-round detachable box magazine
OPERATION:	Gas Blowback/semi/full automatic
RATE OF FIRE:	800 rpm
CALIBER:	.45 inches
IN-GAME DAMAGE:	45
MELEE DAMAGE:	55

Background: The Thompson submachine gun is actually a descendant of the Tommy guns from 1920s gangster movies. It was the standard machine gun for the U.S. Army and served the troops well. The one downside to the Thompson is that, like the PPSH, it isn't particularly accurate over distance. The Thompson's effective range is around 50 meters.

Tactics: The Thompson is sort of like a less powerful PPSH, in that it's not accurate over more than a few meters. Still, the Thompson packs a better punch than the German MP 40, and it's excellent in close quarters.

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Sten Gun



LENGTH:	30 inches
WEIGHT:	6 lbs 10 oz
FEED SYSTEM:	32-round detachable box magazine
OPERATION:	Gas Blowback, semi auto/auto
RATE OF FIRE:	550 rpm
CALIBER:	9 mm
IN-GAME DAMAGE:	34
MELEE DAMAGE:	40

Background: The Sten Mark II/III machine guns were developed by Britain to be very simple and inexpensive to create. The Sten is lighter and more accurate than the Thompson, but it doesn't have the same kick and stopping power. The Sten can fire 550 rounds of 9 mm ammunition per minute (32 rounds per clip).

Tactics: The Sten is a decent mid-range submachine gun, fairly accurate over distance. Compared to the Thompson and the MP 40, the Sten is closer to the MP 40 in power and accuracy.

MG 42 Machine Gun



LENGTH:	48 inches
WEIGHT:	25 lbs 8 oz.
FEED SYSTEM:	50/250-round disintegrating belt, 50-round drum magazines
OPERATION:	Recoil, full auto
RATE OF FIRE:	1100-1200 rpm
CALIBER:	7.92 mm
IN-GAME DAMAGE:	55

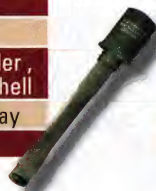
Background: Developed in 1942 by the German company Metall und Lackierwarenfabrik Johannes Grossfuss AG, there were no less than 400,000 of these weapons produced during WWII. The MG 42 design was so superior, in fact, that it's still made today. The MG 42 is fully automatic and receives ammo via a continuous belt feed system. MG 42s are portable, powerful, and very reliable, and they gave the German army a distinct advantage in defending territory. As shown in movies, the machine guns that kept troops pinned to the beaches on D-Day were MG 42s.

Tactics: There are several instances in the game where you can get your hands on an MG 42 and point it at the enemy. A very powerful weapon, the MG 42 will strike fear into the hearts of enemies when you open fire. One key piece of advice is to stay as low as possible when you're shooting it, because the enemy always opens direct fire on active MG 42 locations.

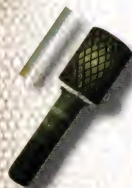
Grenades



LENGTH:	4.5 inches
WEIGHT:	1.31 lbs
FILLING:	Black Fire powder, fragmentation shell
FUSE MECHANISM:	4.55-second delay
IN-GAME DAMAGE RADIUS:	4 meters



LENGTH:	16 inches
WEIGHT:	1 lb 6 oz.
FILLING:	TNT with fragmentation sleeve
FUSE MECHANISM:	4-second delay
IN-GAME DAMAGE RADIUS:	3 meters



LENGTH:	9.3 inches
WEIGHT:	1 lb 5 oz.
FILLING:	TNT with fragmentation sleeve
FUSE MECHANISM:	5-second delay
IN-GAME DAMAGE RADIUS:	3 meters

Background: There are different grenades you can use in **Call of Duty: Finest Hour**. The Germans use the Stielhandgranaten or "potato masher," so called because of its long wooden handle and cylindrical end. The Americans use a fragmentation grenade, frequently called a "pineapple" due to its resemblance to the fruit. The Russians use the RGD-33 fragmentation stick grenade, which is similar in appearance to the Stielhandgranaten.

Tactics: As mentioned in the mission walkthroughs, grenades are an absolutely essential weapon for softening up enemy positions in confined spaces, and even in places like outdoor trenches. There are plenty of grenades placed throughout the game, so use them liberally in single-player action.

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British No. 74 ST "Sticky Bomb"



LENGTH:	9.5 inches
WEIGHT:	2 lb 4 oz.
FILLING:	Nitro-Glycerin
FUSE MECHANISM:	5-second delay
IN-GAME DAMAGE RADIUS:	2 meters

Background: Generally disliked by the troops that used it, the Sticky Bomb was made up of a handle that was attached to a round ball, which was coated in a powerful adhesive. The ball contained nitroglycerin explosives, which made it somewhat dangerous because it could sometimes be triggered by a nearby explosion or other jolt or concussion.

Tactics: Sticky Bombs will stick to anything, and we mean **anything**. For this reason, they are very handy when used on enemy tanks or inside rooms, and so on. But you must be very careful that you don't accidentally throw the Sticky Bomb onto a nearby object.

Teller Mine

DIAMETER:	13 inches
WEIGHT:	21 lbs
EXPLOSIVE AGENT:	13 lbs TNT
OPERATION:	triggered explosive
DAMAGE:	500

Background A German weapon, the Teller Mine was used extensively by Rommel in his defense of the French coast in 1944. It's estimated that over five **million** Teller Mines were laid in this area by D-Day. The Teller Mine had a detonator in its center. Not for use as an antipersonnel mine, the Teller required a pressure of over 300 lbs to trigger the explosion of TNT. A tank running over a Teller Mine was usually disabled or destroyed.

Tactics: The Teller Mine is an excellent weapon for taking out enemy tanks. The key is to make sure the tank's tread runs over the mine.



RPzB (Raketenpanzerbüchse) 43 Panzerschreck



LENGTH:	64.5 inches
WEIGHT:	20.25 lbs
FEED SYSTEM:	Single-shot hand-loaded
OPERATION:	self-propelled rocket
PROJECTILE:	7.25-lb hollow charge
CALIBER:	88.9 mm
EFFECTIVE RANGE:	150 meters
DAMAGE:	300

Background: Developed in response to the American M1 Bazooka, the RPzB 43 Panzerschreck was a very simple steel tube with firing accoutrements rigged into it. Where the Panzerschreck (literally translated as Tank Terror) excelled was in its ability to penetrate armor. Where the M1 Bazooka was capable of penetrating only 100 mm of armor, the Panzerschreck could penetrate up to double that amount of armor, making it a formidable weapon against all armored vehicles and tanks in World War II. The rockets traveled at over 100 m/sec and had an effective range of about 150 m (500 feet).

Tactics: An excellent anti-tank weapon, the Panzerschreck can also be used effectively on MG 42 nests and other enemy fortifications.



T-34 Battle Tank

CREW:	5
MAX SPEED:	55 km/h
MAIN GUN:	85 mm
DAMAGE:	250
COAXIAL MG:	7.62 mm DTM (DP)
DAMAGE:	100

Background: Many consider the Russian T-34 tank to be the best designed tank in World War II. It's a superior tank for a number of reasons. It's faster and has a longer range than many of its contemporaries. Plus, it's about eight feet shorter than comparable German tanks, giving it a smaller visual footprint and making it a tougher target to hit.

Considered a medium tank, the T-34 has a top speed of over 50 km/h, and has a range of over 180 kilometers. The T-34 was first introduced in 1941, in battles between Japanese and Russian forces in the eastern Soviet Union. When Hitler invaded Russia, the tanks were pressed into action on the eastern front. After the invasion, the factories that made the T-34 were quickly moved to the eastern Soviet Union to prevent them from being destroyed by German attacks.

Tactics: There are several tank missions that put you behind the controls of a T-34. The key to victory is getting the hang of moving and aiming at the same time. You must use the small icon in the lower-left corner of the screen to help you see where your turret is in relation to the body of the tank.

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M4 Sherman Tank

CREW:	5
MAX SPEED:	46 km/h
MAIN GUN:	75 mm
DAMAGE:	150
COAXIAL MG:	.30 in Browning
DAMAGE:	85

Background: As the U.S. entered World War II, it did not actually have a modern battle tank in production. Rather than spend extra resources and time developing an über-tank, the U.S. instead decided to build larger numbers of an average, but reliable tank. Their choice was the Sherman M4.

In terms of the technology of the day, the Sherman was relatively simple. However, this simplicity meant that the Sherman was very reliable, especially when compared to the German tanks of the day. The Sherman M4 weighed in at a relatively light (compared to the Tiger) 32 tons and had a standard crew of five men. The Sherman also had a reasonable range, as it could carry enough fuel to move 100 miles.

When placed head-to-head against the German battle tanks, the Sherman M4s were badly outclassed. First, they had smaller guns that were unable to pierce the armor of many German tanks. Second, they were relatively lightly armored and could not stand up to the power of the Tiger's main gun. And lastly, the Sherman's profile was much taller than the German tanks, making it an easier target!

The real benefit the Sherman Tank had over its German counterparts was in sheer numbers. The Germans had perhaps 2500 Tigers, King Tigers, and Panthers available on their western front (the American front in Europe), while the Americans had literally tens of thousands of Shermans!

Tactics: There is one mission that puts you behind the controls of a Sherman. The key to victory is getting the hang of moving and aiming at the same time. The Sherman isn't as tough or as effective as the T34, so remember that when you're 'behind the wheel.'

Flakpanzer 38

The Flakpanzer 38(t) is an anti-aircraft gun mounted on a tank-like chassis with treads. The gun itself is a 2 cm Flak 38 AA gun. There's armor around the gun platform, and the unit usually has a crew of four. Capable of firing 1,800 rounds per minute, the Flakpanzer 38s are also used for softer ground targets, as well as air defense. History tells us that about 150 of these were built, and a large number of them ended up in Normandy, seeing action during the invasion.

88mm Flak Gun ("88")

One of the most feared weapons in the German arsenal. The 88 mm Flak Gun was so versatile that it was used as both an anti-tank weapon and for anti-aircraft duties. In some instances, the 88 was even used for anti-personnel attacks in urban areas.

DAMAGE STATISTICS

The following two tables illustrate the damage multipliers for different contact points on enemy infantry and tanks.

Infantry Combat

This table provides the damage multipliers for each portion of an enemy's body. This is for enemies with 40-180 HP. To get a specific damage number, start with the amount of damage that the weapon you're holding inflicts and then multiply it by the number below, depending on where you hit the enemy's body.

Infantry Damage Multipliers

HIT LOCATION	MULTIPLIER
HEAD SHOTS	x3
UPPER TORSO	x1.5
ABDOMEN	1x
THIGHS	x.75
ARMS AND CALVES	x.5

Tank Combat

This table provides the damage multipliers for each portion of an enemy tank. This is for enemy tanks with 600-800 HP. To get a specific damage number, start with the amount of damage that the tank you're in inflicts and then multiply it by the number below, depending on where you hit the enemy armor.

Tank Damage Multipliers

HIT LOCATION	MULTIPLIER
FRONT	x.5
SIDE	x.75
BACK AND TOP	x1



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ITEMS

Most of the items in **Call of Duty: Finest Hour** are weapons or ammunition, but there are a few exceptions.

Health Kits



Health Kits come in two sizes, small and large. The amount of health that each repairs varies based on the difficulty setting.

In Normal difficulty, a Small Health Kit repairs roughly 20% of your health, while Large Health Kits repair over 50% of your health bar, so if you're really damaged go for the big boy.



Documents

These are important in one of the Russian missions. You pick them up as you explore the German control tower at the airfield outside of Stalingrad.

Radio

In the "Into Red Square" mission of the Russian campaign, you come across a radio.





ENEMIES

In WWII the German military was called the Wehrmacht, which included the Heer, the SS, the Luftwaffe, and the Kriegsmarine. This section provides background information on each of the German military's arms.

Kriegsmarine

After the German military was essentially disbanded in the post-WWI era, the Kriegsmarine was established in 1935 as the German navy. Considered by many to be the least appreciated branch of the German military, nearly one and a half million served for it during World War II. The Kriegsmarine was almost always out-manned and out-gunned, but still did an admirable job all things considered. The Kriegsmarine were, of course, responsible for manning the various ships in the navy, but they were also used to man the large guns along the Atlantic Wall. When it became clear that the war was being lost, Kriegsmarine units even served in artillery and flak units throughout Europe.

Luftwaffe

The Luftwaffe was the air force of the German military machine, and between 1939 and 1945 more than three million served in its ranks. The Luftwaffe was commanded by the infamous Hermann Goring, who always tried to make the Luftwaffe as powerful as possible. While the German's Luftwaffe was superior to Britain's Royal Air Force early in the war, the Battle of Britain took the teeth out of the Luftwaffe, reversing its prior numerical advantage. The Luftwaffe was officially disbanded in 1946.

Heer

The Heer was the German 'regular army,' and it fought everywhere and was the single largest component of the German military machine. As with most of the German military, the Heer was disbanded in 1946 after the close of World War II.

Schutzstaffel 'SS'

The Schutzstaffel, or 'SS,' is probably the most recognizable and infamous arm of the WWII German military. Schutzstaffel literally means 'Protection Force.' This organization was responsible for enforcing political doctrine, controlling the lives of those living in the fascist regime, and it was even involved in fighting. The military arm of the 'SS' was the Waffen-SS (literally "armed-SS"), while the SS-Verfügungstruppe was an elite fighting force used in specific circumstances in battle. The SS-Totenkopfverbände, the Allgemeine-SS, and the Waffen-SS make up the bulk of the very complex SS organization.

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CHEATS

While we highly recommend that the game be played without any cheats, we'd be remiss if we didn't include the following information. Players of **Call of Duty: Finest Hour** are awarded cheat codes based on the level of difficulty in which they finish the single-player game. These cheat codes may then be used when replaying a level for added fun.

Unlock All Levels

Players may unlock all the levels in the game by progressing to the Level Select screen and pressing the following key combination:

PS2: While holding Up on the Controller 2 D-pad, On Controller 1 press **START, SELECT, SELECT, SQUARE**.
Xbox: **START, Back, Back, X**.

Unlockable Game Cheats

Game cheats are awarded when a player finishes the last level of the game. The number of cheats awarded depends on the level of difficulty in which the level was completed. Once awarded, a game cheat may be enabled or disabled in the shell (all cheats are awarded in disabled mode).

BIG HEADS:	Gives all characters giant-sized heads.
BULLET RICOCHET (PLAYER ONLY):	Player bullets bounce wildly all over the place.
HEAD SHOT KILLS:	A shot to the head kills any enemy soldier instantly.
BULLET RICOCHET (ALL):	All bullets bounce wildly all over the place.
SHRINK SHOT	Enemies shrink in size as they take damage.
ONE SHOT KILLS:	An enemy soldier is killed instantly whenever he is hit.
BIG N SMALL	All soldiers are randomly scaled to be either huge or tiny.

Cheats Awarded by Difficulty Level

Cheats Awarded for Final Level Completion	Game Difficulty		
	EASY	NORMAL	HARD
BIG HEADS	•	•	•
BULLET RICOCHET (PLAYER ONLY)	•	•	•
HEAD SHOT KILLS	•	•	•
BULLET RICOCHET (ALL)	•	•	•
SHRINK SHOT		•	•
ONE SHOT KILLS		•	•
BIG N SMALL			•

CHEATS

The number of cheats awarded to the player upon completion of the final level of the game varies depending on the level of difficulty at which the level is played. The higher the difficulty level, the more cheats are awarded. Once the final level is completed, the player can choose to replay that level at a higher difficulty setting to unlock the additional cheats without having to replay the entire game.

Single Player Unlockables

All unlockables are accessed through the shell and are either immediately available, or automatically unlocked when the player completes a specific level in the single-player game, or are activated by a sequence of controller button presses.

Behind the Scenes

Behind the scenes movies are unlocked after the player completes specific portions of the game.

MAKING OF ACT I (EASTERN FRONT):	Unlocked after the player completes level 1_5_B- Airfield Ambush.
MAKING OF ACT II (NORTH AFRICA):	Unlocked after the player completes level 2_2_B- Raiding the Fortress.
MAKING OF ACT III (WESTERN FRONT):	Unlocked after the player completes level 3_5_C- Into the Heartland.

PS2 CONTROLS

ACTION	COMMAND BUTTON
FORWARD	Left Analog Stick Up
BACKPEDAL	Left Analog Stick Down
MOVE LEFT	Left Analog Stick Left
MOVE RIGHT	Left Analog Stick Right
LEAN LEFT	D-Pad Left (with L1)
LEAN RIGHT	D-Pad Right (with L1)
POSTURE UP/JUMP	Triangle
POSTURE DOWN	Circle
RELOAD WEAPON	Square
AIM DOWN THE SIGHT OF YOUR WEAPON	L1
SHOOT	R1
LOOK/TURN	Right Analog Stick
USE HEALTH PACK	D-Pad Up
CYCLE GRENADES	D-Pad Left
ACTION	X
CYCLE WEAPON	D-Pad Right
MELEE ATTACK	R2
SHOW HUD	SELECT
PAUSE	START

XBOX CONTROLS

ACTION	COMMAND BUTTON
FORWARD	Left Stick Up
BACKPEDAL	Left Stick Down
MOVE LEFT	Left Stick Left
MOVE RIGHT	Left Stick Right
LEAN LEFT	D-Pad Left (with L1)
LEAN RIGHT	D-Pad Right (with L1)
POSTURE UP/JUMP	Y
POSTURE DOWN	B
RELOAD WEAPON	White
AIM DOWN THE SIGHT OF YOUR WEAPON	Left Trigger
SHOOT	Right Trigger
LOOK/TURN	Right Stick
USE HEALTH PACK	D-Pad Up
CYCLE GRENADES	D-Pad Left
ACTION	A
CYCLE WEAPON	D-Pad Right
MELEE ATTACK	A
SHOW HUD	START
PAUSE	START

GAMECUBE CONTROLS

ACTION	COMMAND BUTTON
FORWARD	Control Stick Up
BACKPEDAL	Control Stick Down
MOVE LEFT	Control Stick Left
MOVE RIGHT	Control Stick Right
LEAN LEFT	L Button and + Control Pad Left
LEAN RIGHT	L Button and + Control Pad Right
POSTURE UP/JUMP	Y Button
POSTURE DOWN	X Button
RELOAD WEAPON	+ Control Pad Down

ACTION	COMMAND BUTTON
AIM DOWN THE SIGHT OF YOUR WEAPON	L Button
SHOOT	R Button
LOOK/TURN	C Stick
USE HEALTH PACK	+ Control Pad Up
CYCLE GRENADES	+ Control Pad Left
ACTION	B Button
CYCLE WEAPON	+ Control Pad Right
MELEE ATTACK	Z Button
SHOW HUD	START
PAUSE	START

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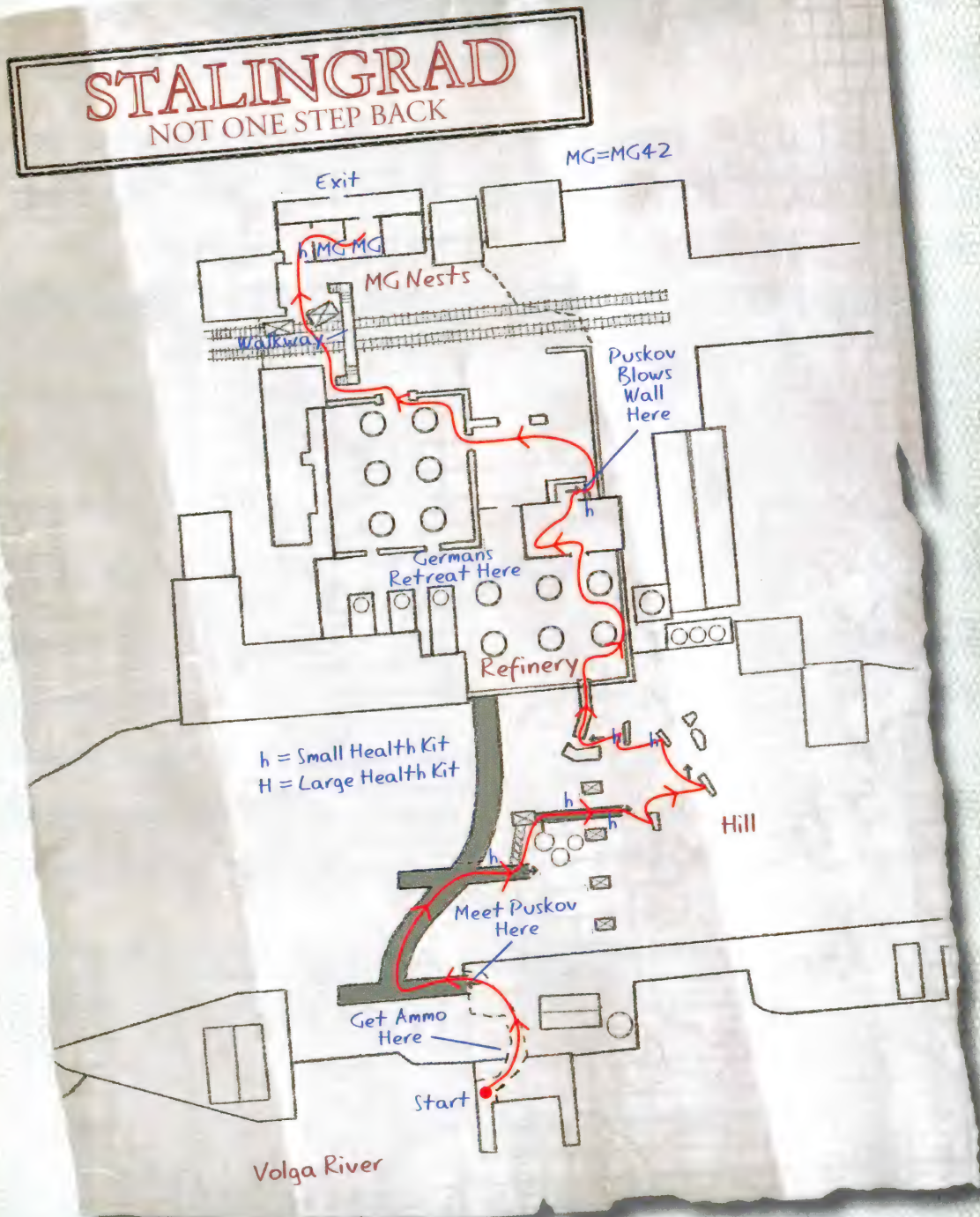
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MISSION 1: NOT ONE STEP BACK



In 1942, Stalingrad was the anchor of the Soviet's southern front. If Hitler could take and hold Stalingrad, he could encircle the Soviet lines and cut them off from their oil supplies, crushing the Russians in his iron grip. If Stalin could halt the German advance at Stalingrad, the Russians would finally turn the tide of the war in the Allies' favor. To retake Stalingrad, the Russians first had to cross the Volga, the mighty river to the east, and establish a foothold inside the city. But supplies were few and far between, and there were fewer rifles than soldiers.

This is the beginning of the Soviet Campaign, and it begins with a conscript, Aleksandr Sokolov, sent to fight in one of the bloodiest battles of World War II, the battle at Stalingrad. You must make it across the Volga and then fight your way through to Red Square.



Pvt. Aleksandr Sokolov, September 20, 1942, Stalingrad

"I thought I was safe. As a watchmaker's apprentice I thought I would open a shop of my own. I thought I would get married, have children, start a life. But now our cities are under attack. And Stalingrad will put an end to that. We should have known the Germans would turn on us. Break the treaty, they have no honor. I'm only twenty, but I'm ready to fight to the death. The site of my home burning makes me want to fight."

The Battle for Stalingrad

The Battle for Stalingrad (now Volgograd) was waged between August of 1942 and February of 1943. It can be argued that the Russian victory in Stalingrad was the battle that turned the tide of the war against the Germans on the Eastern Front. While the primary target for Hitler and his generals was the oil fields of the Caucasus, Hitler ordered the 6th Army to attack and capture Stalingrad.

While Stalingrad was definitely a major manufacturing center in the Soviet Union, many feel that it was foolish for Hitler to so stubbornly throw resources at it when they were so badly needed elsewhere. The battle for Stalingrad began on August 23, 1942 and was fought street by street and yard by yard. The Russians mounted a large counterattack with a huge force of under-equipped soldiers.

By November the Russians had encircled as many as a quarter of a million German soldiers in Stalingrad, leaving them no route to escape; however Hitler wouldn't allow them to retreat anyway. On or around the 19th of November the Russians launched a huge artillery barrage on the Germans and then launched a huge attack on two fronts, recapturing Stalingrad and killing most of the Germans—only about 65,000 of them were taken prisoner.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

The Path to Victory

This is your first mission, and as such you'll be getting familiar with the controls and environment as you play through. After floating across the Volga on a boat, you automatically get out of the boat and are given an ammunition clip for the Mosin-Nagant rifle. Your job is to follow Sgt. Oleg Puskov through the trenches and up into Stalingrad. Once up to the buildings you must clear them out and finally disable a pair of MG 42 nests to proceed to the next area.



Recommended Weapons



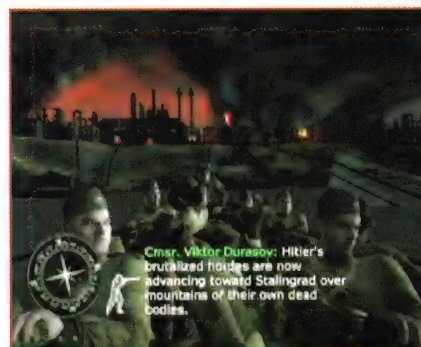
Mosin-Nagant:
Very accurate rifle,
although slow.

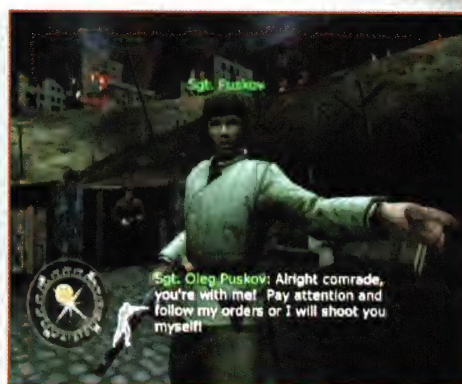
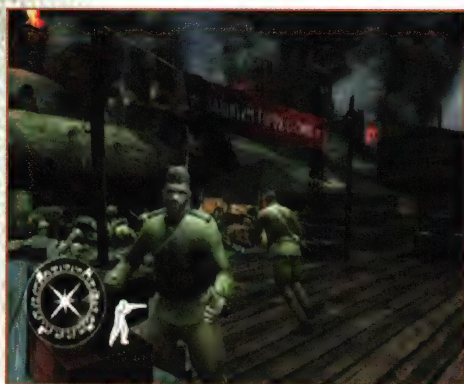


MP40:
German submachine gun.
Very good for close-up action.

Objective: Follow Sgt. Puskov

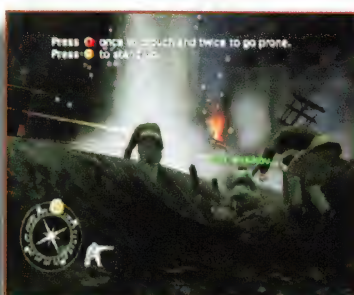
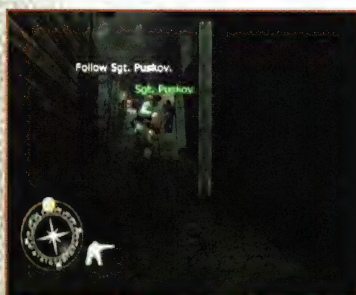
The mission begins with your character riding in a rowboat across the Volga river while Stuka dive bombers strafe you incessantly. You cannot exit the boat or move; however you can look around to survey the situation. The boat takes you across to the docks, where you automatically get up and move into a line to receive an ammunition clip. When this portion of the story is complete, you gain control of Aleksandr. Move him up the dock to meet with Oleg.





Oleg Puskov is waiting for you.

Puskov immediately tells you to follow him. He proceeds into the nearby trenches and starts making his way through them. Stay as close to him as possible, and keep your head down as you move through. You'll likely take a hit or two as you move through the trench area, but there are a couple of Small Health Kits there for you to buff up along the way.



Grab the Health Kits along the way, if you need them.

Puskov dives into a crater, then he leads you up the last leg of the trench and out into the open. Always wait for Puskov to give you the okay to move. If you move ahead of him, you will perish. When he moves, stick as close to him as possible.



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RUSSIAN CAMPAIGN

Puskov moves from cover to cover, and you must stay with him, only moving when he says it's okay. He eventually runs to the end of a large pipe, which you can enter to get up into the refinery building beyond.



Moving up the pipe toward the Refinery.

Objective: Get a Rifle

It's great that you made it into the Refinery area, but, as you've probably noticed, you still don't have a weapon! Follow Puskov around to the area where the Russian troops are in an active firefight with the German soldiers. A comrade perishes directly in front of your position, so move in and pick up the rifle, then head for cover.



When the rifle falls, move in and pick it up. Then get out of the enemy line of fire.

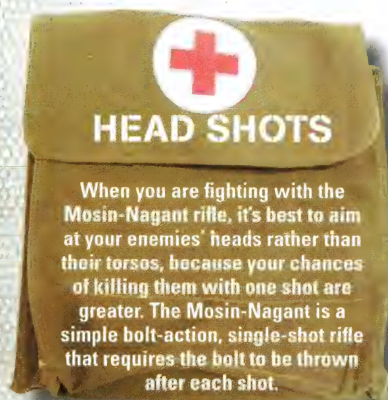


Once you have the rifle, pick it up and aim down its barrel at the Germans in the buildings beyond. Pick them off one at a time, then move into the buildings and flush out any remaining enemies.

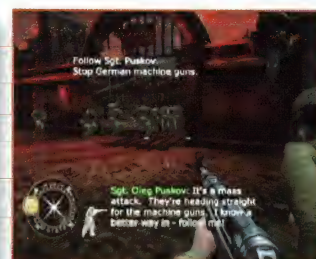


Objective: Eliminate the Retreating Germans

Inside the building, you must move to the left to the windows that overlook the street, where a large number of German soldiers are retreating. Use your weapon to take out as many of these retreating enemies as possible. With this task complete, Puskov clears out a pile of rubble, which allows you to exit and follow the retreating Germans across the tracks.

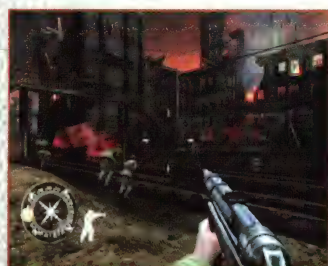


Exit out into the street area and wait for your comrades to rush the MG 42 positions. Don't go out in the front of the pack or you'll be cut to ribbons before you can make it to cover.



Objective: Take out the MG 42 Nests

Across the tracks are two MG 42 nests. These gunners fire on you relentlessly. In fact, even if you kill them from afar, they are replaced by other German soldiers and the fighting continues. The easiest way to complete this mission is by following Oleg. He will lead you through a path in the refinery where you will have minimal contact until you arrive at the MG42 nests. Take out the enemies inside these rooms and the objective will be accomplished!



When you reach the exit door, Puskov is beside you and the mission fades out.

1 Not One Step Back

2 The Flag Must Fall

3 Dead In Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 2: THE FLAG MUST FALL



This mission is a continuation of the last, picking up where it left off. You are following Oleg Puskov into a building in an attempt to clear it of enemy troops.

The Path to Victory

You must first fight your way through a few rooms, clearing them of the enemy before you enter into a large field that's punctuated with German fortifications, including bunkers, trenches, and MG 42 nests. After stemming the tide of a German assault on your position, your job is to take out the enemy pillboxes and then make your way to the main bunker to capture it.

Recommended Weapons



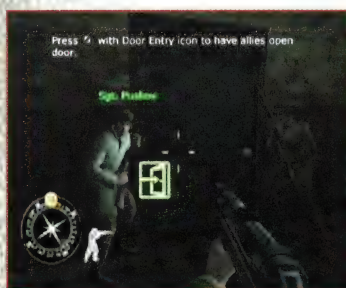
MG-42:
High-powered mobile machine gun.



MP-40:
German submachine gun. Very good for close-up action.

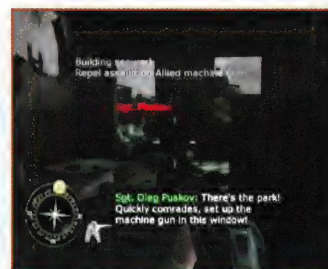
Objective: Secure the Building

Puskov stands beside a door—kick it down and have your MP 40 ready to neutralize the enemies inside. Move through the first room (and clear it), then kick down the door to the second room and flush it out as well.



Be aggressive. If you storm the room quickly with an MP 40 you can clear it out while receiving relatively light damage.

You come to the top of a staircase; use the cover to snipe the enemies below with your Mosin-Nagant. Or, if you're feeling lucky, with your MP 40. Once the enemies below have been dispatched, follow the stairs down and to the windows, where you have to repel a German attack.



1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

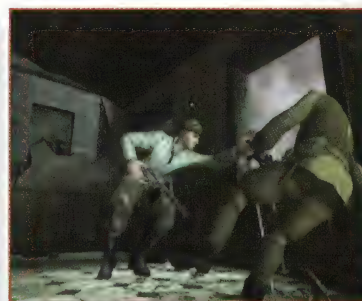
7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Objective: Repel Assault

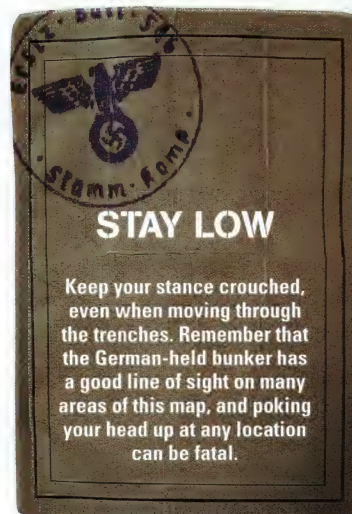
Once you come up to the windows overlooking the German fortifications, another Russian soldier approaches and sets up a machine gun in one of the windows. The Germans begin an assault and the soldier on the machine gun gets killed, leaving the door open for you to take control of the gun and stem the German tide. You have unlimited ammunition with this gun, so don't be stingy with your trigger finger. When the assault is over a cutscene shows Puskov pushing your character out of the way from a sniper attack. Puskov dies.



Puskov gives his life to save yours.

Objective: Clear Left Pillbox

When the assault has been halted, move out into the battlefield, keeping low and following cover wherever you can. Move into the trenches and follow along to the Left Pillbox. Then sneak up on the gunner inside to take him out! Be aware that every time you round a corner in the trenches, it's likely that there is an enemy waiting there.



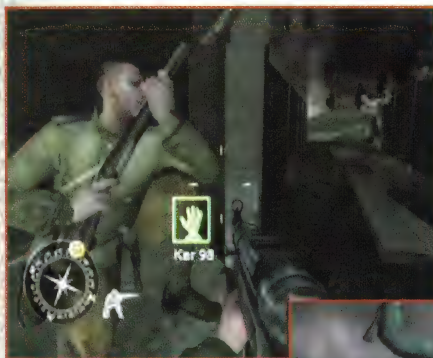
Objective: Clear Center Pillbox

Leave the Left Pillbox and follow the trench along to the gap. You must make a dash across from the Left Pillbox trench to the Center Pillbox trench, take out the enemies therein, and then eliminate the soldier manning the MG 42.



Objective: Clear Right Pillbox

After you flush out the Center Pillbox, other Russian soldiers arrive to help you hold your position and move forward toward the Right Pillbox. Getting across to the trench that leads to the Right Pillbox is a challenge indeed. Stay low and move quickly, and expect several enemies to be waiting in the trench when you arrive. The upside to getting to the Right Pillbox trench is that the distance in the open is all downhill!



It's all downhill to the pillbox.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breaktown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

LARGE HEALTH KIT

Be sure to grab the Large Health Kit in the Right Pillbox before you try to move on the main Bunker.



Objective: Grab the MG 42

This is not mandatory, but you can hang a right into the mini-bunker by the Right Pillbox and pick up an MG 42, which you can actually use while moving! Your ammunition with this weapon is limited, but it serves you well as you work your way through the trenches that lead to the Bunker.



Objective: Capture the Bunker

It's up to you to make it up to the Bunker and capture it. The key to get to the Bunker is to have your Russian comrades cover you as you move through the open areas. Your fellow soldiers can help a great deal. Move out and up to the upper trench, which involves traversing a long open area; your MG 42 can help you out here.



Let your comrades help you out.



When you get to the trench below the Bunker, expect stiff resistance. Stay crouched and fight your way through to the edge, then work your way around the outside of the Bunker to the entrance. At the entrance you must kick down the door to gain access. There are six enemies inside: four directly in front of the doorway and two more behind a table to the left. Use your Mosin-Nagant to pick them off one at a time as you peek your head into the doorway.



Victory is achieved when you lower the German Flag.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 On Little Saturn

8 Airfield Ambush

MISSION 3:

DEAD IN HER SIGHTS



This mission is a change of pace as you take over the reigns of the character Tanya Pavelovna. Tanya is a Soviet sniper, and as such her weapon of choice is a Mosin-Nagant scoped rifle, which is deadly over long distances. Once inside Stalingrad, the Russians used guerilla tactics and often moved by way of the sewers. Most of the challenges in this mission involve the use of said rifle, so always be sure to have it with you (don't trade it off at any point).



Lt. Tanya Pavelovna, October 3, 1942, Stalingrad



"My name is Tanya Pavelovna. We had little idea the Nazi invasion had pushed as far as our village until the night we awoke to the sound of tank treads grinding in the distance. Tank shells sent my neighbors scurrying for cover, and in the chaos I was separated from my parents. The next day I was rescued by soldiers from the Red Army. I was twenty five.

During my first skirmish our squad was cut down and I escaped in a collapsed building, where I took a sniper rifle off the body of a fallen comrade. My father's voice guided my aim as I cut down my first four Germans with that rifle. My skill was reported to HQ and I was assigned as a sniper and sent to Stalingrad. I've been hunting Germans ever since. They took my family and my home, and I intend to take their lives."

The Path to Victory

As a sniper you must now change your mode of thinking when it comes to attacking the enemy. Finding places that are partially covered, where you can take out enemies from afar, is now your goal. Still, there will be times when brute force is necessary. You begin by coaxing an enemy tank to come closer to your position, and then you must follow Pvt. Kirelenko into the sewers in an effort to reach the Tractor Factory. Be aware that there is a DP28 machine gun in the sewers that's off the beaten path. Picking up this gun will aid you in this mission and in the next mission as well.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Recommended Weapons



Mosin-Nagant Sniper:
Very accurate sniper rifle.



Stielhandrenat:
The German hand grenade, also known as a "potato-masher" for its distinctive shape.



DP28:
Russian medium machine gun.
Hidden in sewers.

Objective: Snipe the Germans to Attract Tank

After a short cutscene where Tanya demonstrates her ability to use noise as a cover for her attacks, you take control of her and must shoot the eight tank support soldiers. Using your sniper rifle, pick them off one at a time (preferably with head shots), moving from window to window when instructed to do so.



Objective: Take out Tank Escort Soldiers

Your job now involves taking out the tank escort soldiers—the three guys riding on the back of the tank. Use your sniper rifle to aim at them before they dismount the tank. Try to take out two of them before they start running, and then gun down the last one as he scurries for cover.



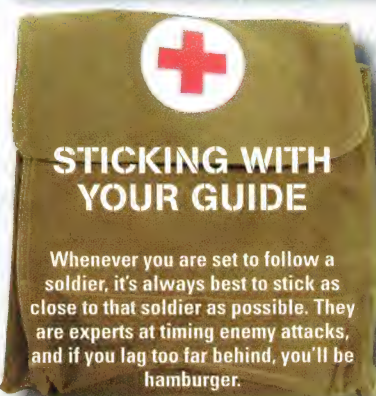
The escort soldiers run for cover once they're off the tank.

Objective: Follow Pvt. Kirelenko into the Sewers

Once the tank escorts are dead, you are instructed to follow Pvt. Kirelenko into the sewers below the city in an effort to get to the Tractor Factory. To get to the sewers, however, you must traverse some fairly hairy areas. Follow Kirelenko, and stick with him as much as possible or you'll get your head shot off!



Climb down the tube to get into the sewers.



Objective: Use Sewer Tunnels to get to Tractor Factory

When you descend into the sewers you receive an indication that you have reached a checkpoint. Before you venture forth into the sewers, be sure to use your Health Kits if necessary. Follow your guide into the sewers, and always move with caution into new areas.



The sniper rifle is a major boon, even in the sewer.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN



GRENADES

In the sewers, Grenades can give you a huge advantage if used properly. You often come up to groups of enemies packed together at the end of a 'tunnel.' Tossing a Grenade at them often takes out most or all of them in one fell swoop. You have access to the Russian RGD33 grenades as well as the German 'Potato Mashers.'



GET THE DP28

After you see Pvt. Kerensky (the first comrade that's pinned down), clear out the area and then move north—use your compass for this. At the next fork in the path, turn northeast and clear out the room with two Germans in it. This room is a four-way intersection. If you jump down into the lower area along the edge of the room, you'll find a DP28 machine gun!



Keep fighting through the sewers (see map), bit by bit, tossing Grenades at the enemies whenever possible. After you cross the wooden planks you come to a large main tunnel that leads into a drainage room (a room into which all the sewer pipes drain). Don't rush into this room because there are MG 42s set up in two locations just waiting for you!



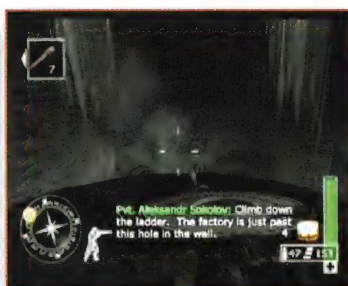
When you reach this area, switch back to your Mosin-Nagant Sniper Rifle.

When you reach the large tunnel, switch to your sniper rifle and very carefully stoop down so that you can get a view of the two MG 42 gunners on the ledges inside the room. Once the gunners are dead, there are two more soldiers you must eliminate before entering the room and hanging a left through the open passage.



The final portion of the sewers is also infested with enemies. Use your Grenades to thin out the enemies before you venture down the tunnels. Eventually you come to a staircase that leads up to a ledge with a ladder on it. Follow the ladder down, past the MG 42 nests, and into the narrow rubble-filled chamber beyond. You have made it to the Tractor Factory!

Grenades can work wonders in here.



You made it!

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

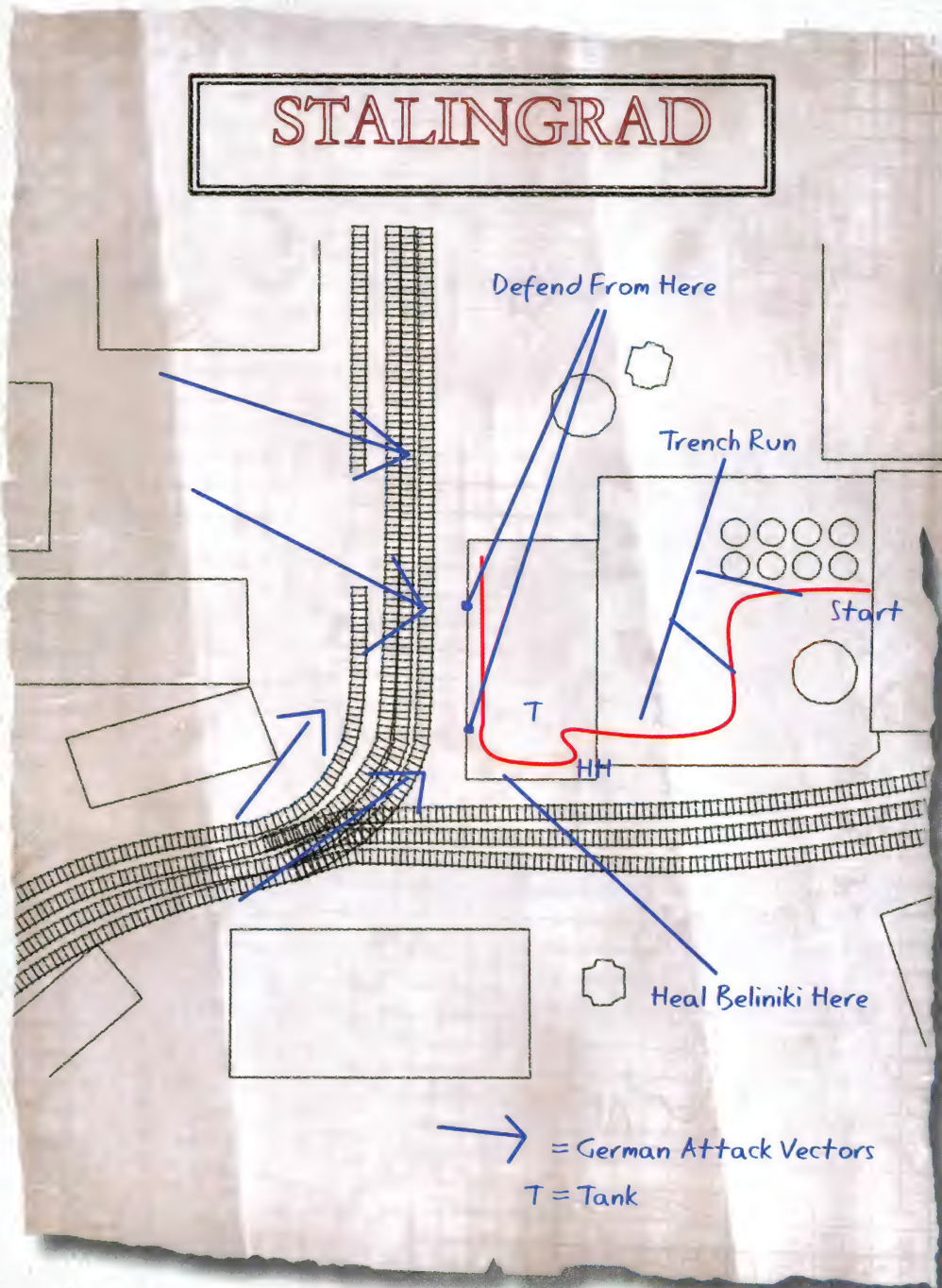
5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 4: DEFEND THE FACTORY



This mission is a continuation of the last mission. You must travel the final distance to the Tractor Factory. Once inside, you have to find the Commissar. When you find the Commissar, you have to defend the Tank Factory for ten minutes against a punishing German offensive!

The Path to Victory

Your job is to get to the Tractor Factory and then defend it from a vicious German counteroffensive. You must prevent the four factory doors from being completely destroyed as the Germans press the offensive. The four doors are labeled as follows: Left Door, Left Center Door, Right Center Door, Right Door. If you can hold off the enemy attack long enough, you'll move to the next mission where you actually get to operate a T34 Battle Tank.

Recommended Weapons



Mosin-Nagant Sniper:
Very accurate sniper rifle.



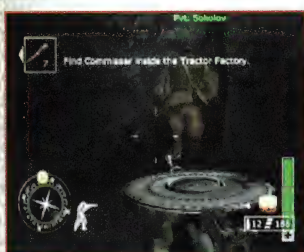
DP28:
Russian medium machine gun (if you picked it up in the sewers during the last mission).



PPSH:
A very powerful submachine gun that is best used for up-close-and-personal fighting. It's not very accurate over anything but short range.

Objective: Find the Commissar Inside the Factory

To get inside the Tractor Factory you must move through a series of trenches that lead to the entrance. Move through the trenches in a crouched position. There is a small chance that a German artillery shell will land on you and kill you, but it's fairly unlikely. Move through the trenches carefully and then up into the room where there are two Health Kits and a staircase to the Commissar.



For those who are interested, a Commissar is defined as "An official of the Communist Party in charge of political indoctrination and the enforcement of party loyalty."

There are three Large Health Kits waiting for you when you meet the Commissar.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

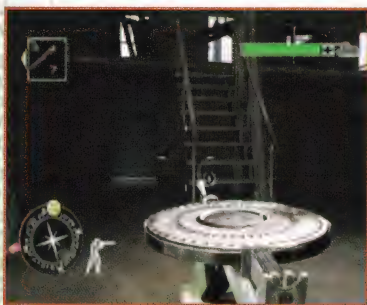
7 Op Little Saturn

8 Airfield Ambush

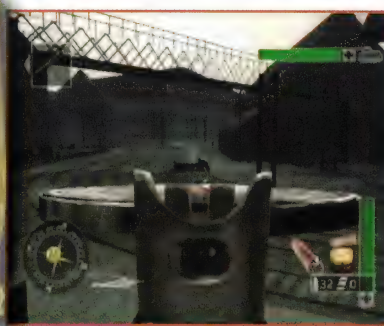
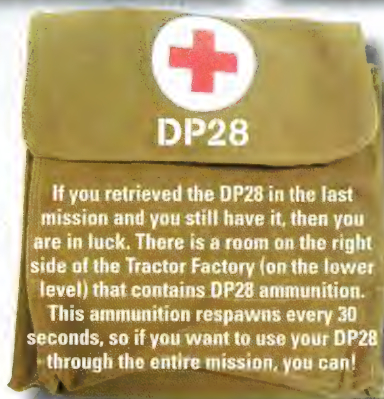
RUSSIAN CAMPAIGN

Objective: Defend the Factory from German Attack

When you enter the factory, move up the staircase to the second level, where the windows are. From these windows you have a good view of the German counteroffensive, and you can shoot down your enemies as they approach. The idea here is to concentrate first on the Panzerschreck units because they use their armor-piercing anti-tank weapons to directly attack the doors. Your second priority should be enemies with machine guns, and lastly, the average German soldiers. Kirelenko will tell you which side to look to for the next wave of enemies. If you heed these warnings, you will be successful.



Don't neglect your Sniper Rifle.



Listen carefully to the warnings as to which side the Panzerschreck units are coming from. If you can chop down those units before they fire, and then mop up the other German soldiers in between Panzerschreck advancement, you will be able to hold out over the full ten minutes of the assault. As the assault wears on, you get indications of what percentage is left on all four doors. It's okay if you lose some of the doors, but if all of them are destroyed the mission ends. Once you have survived the onslaught you're instructed to meet up with the tank below.



RPzB (Raketenpanzerbüchse) 43 Panzerschreck

Developed in response to the American M1 Bazooka, the RPzB 43 Panzerschreck was a very simple steel tube with firing accoutrements rigged into it. Where the Panzerschreck (literally translated as Tank Terror) excelled was in its ability to penetrate armor. While the M1 Bazooka was capable of penetrating only 100mm of armor, the Panzerschreck could penetrate up to double that amount of armor, making it a formidable weapon against all armored vehicles and tanks in World War II. The RPzB 43 Panzerschreck weighed in at around 10kg and had a rocket that was about 3kg. The rockets traveled at over 100m/sec and had an effective range of about 150m (500 feet).

Objective: Report to the Commissar on Ground Floor

After the ten minutes elapse, and assuming you've defended the factory properly, you get a message to descend to the lower level of the factory and meet up with the Commissar (Sergei Konstantinov) there. Be aware that if one of the doors was breached, you may have one or more German soldiers waiting for you on the lower level.



There may still be a German or two on the ground floor.



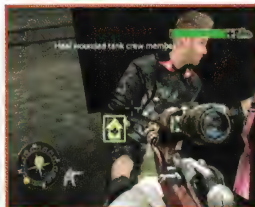
Objective: Defend the Russian Tank Crew

The tank crew has arrived, but the Germans are intent on taking out that crew before they even have a chance to enter the tank! Your job is to take out the three German soldiers attacking the tank crew. Use your Sniper Rifle to make this quick.



Objective: Heal Wounded Tank Crew Member

One of the Tank Crew has been injured badly in the firefight. His name is Belinki and he's by the exit to the Tractor Factory. Move up to him and administer one of your Health Kits to him to improve his condition. When Belinki is healed, you can mount the tank to complete this mission.



Once Belinki is healed, mount the tank to end the mission!

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 5:

BREAKDOWN



At the cost of horrific numbers of soldiers, the Russians were slowly able to push the Germans back away from the Volga. Their target was Red Square, the center of the city and the historic center of Soviet power. The fighting was bloody and fierce. Russian and German forces were frequently separated by only a brick wall. Red Square changed hands almost daily. Spearheaded by their fearsome T34 tank crews, the Russians eventually reclaimed the Square for their Motherland.

This mission involves both ground and tank combat, so be prepared to jump from the ground into the tank and vice versa. The ante is upped in this mission—with so many enemies so close it's easy to die, so stay low.

Lt. Nikolai Badanov, October 3, 1942, Stalingrad

"My name is Nikolai Badanov. The day after the Germans attacked the Soviet Union I left my wife an newborn son in the care of my parents and joined the Red Army. Having been a mechanic in Leningrad for years, it was no surprise I was assigned to the 24th Tank corps. I live for the day we grind Berlin beneath our treads. Perhaps it's this aggressiveness that won me my own tank crew and assignment in Stalingrad. While my crew and I are like family, there's another comrade who I'll be tied to forever. Her name is Tanya Pavelovna, and she saved our skins as we escaped in the last surviving T34 after an assault on an old factory near Volgograd. But our tank soon had engine trouble and the smoke plume was giving away our position, so we found what looked to be a safe place to make repairs."



The Path to Victory

This mission combines action in the T34 tank with infantry combat. You must first protect Belinki while he repairs the tank, then you must take the T34 to the HQ and use it to destroy two waves of enemy armor. Finally, you must meet up with General Belov and take a replacement Radio back into your tank.



1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

T-34 Battle Tank

Many considered the Russian T-34 tank the best designed tank in World War II. The T-34 was superior for a number of reasons: First, it was faster and had a longer range than many of its contemporaries. Second, it had a 76 mm main gun (later upgraded to an 85 mm gun), and thirdly the T-34 was about eight feet shorter than comparable German tanks, giving it a smaller visual footprint and making it a tougher target to hit.

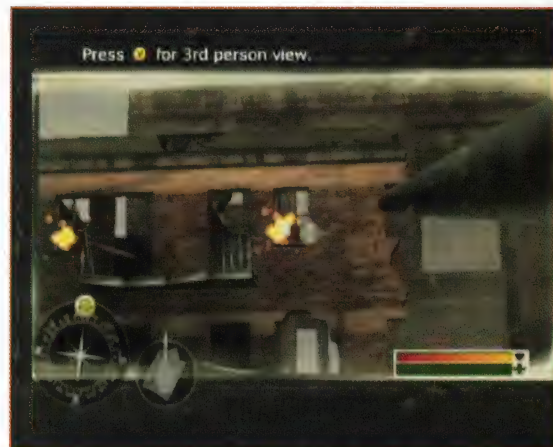
Considered a medium tank, the T-34 weighed in at 26 tons, had a top speed of over 50 km/h, and had a range of over 180 kilometers. The T-34 was first introduced to war in 1941 in battles between Japanese and Russian forces in the eastern portion of the Soviet Union. But Hitler soon invaded Russia and the tanks were pressed into action on the 'Eastern Front.' After the invasion, the factories that made the T-34 were quickly moved to the eastern portion of the Soviet Union to prevent them from being destroyed by German attacks.

Recommended Weapons

DP28:
Excellent early on when you're covering Belinki.



Tank Cannon and Coax:
These are the T-34's two weapons.



Objective: Protect Sgt. Belinki



Your first job is to protect Belinki as he attempts to repair the tank. Use your DP28 (and set up the bipod) to cut down the Germans as they come at you from the left. Stay low and cut down any enemies you see. Note Belinki's Health Bar in the upper right corner of the screen and make sure that it doesn't get to zero!



The Panzer IV takes out Tanya.

Objective: Report to General Belov's HQ

Once Tanya gets attacked by the Panzer IV, you can move to the T34 and enter it. Inside, you control the turret, the gun, the tank itself, and the Coax gun (the machine gun mounted on the tank). Follow the other T34 and rumble through the streets en route to the Headquarters. Beware of Panzerschreck units in the buildings as you move through the streets; they are perhaps your most dangerous enemy at this point.



1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Objective: Destroy the German Armor (4 Tanks)

Keep moving through the streets, and keep an eye open for enemy tanks; there are four that you must destroy as you move toward the Headquarters. Whenever you move into a new street or turn a corner, expect to see an enemy tank! Most enemy tanks require two hits to destroy. This isn't always the case, depending on distance, where you hit the tank, and what kind of tank it is. Still, as a rule two shots do the job.



BATTLE MOVEMENT

Because you can move the tank and operate the turret separately, you have a big advantage (that is, if you exploit it). When you square off against a German tank, don't sit still. Move from side to side while targeting the enemy with your turret as you move. This makes it much harder for the enemy to hit you as you launch the two rounds needed to destroy it.

Objective: Repel the Assault on the HQ

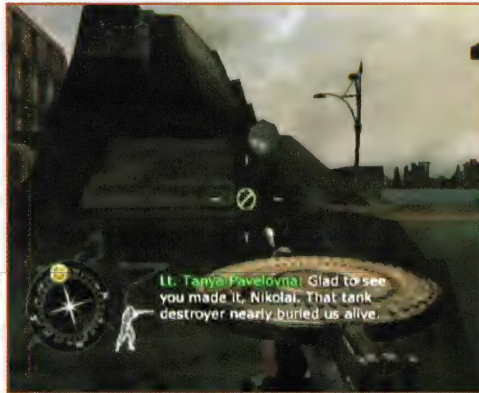
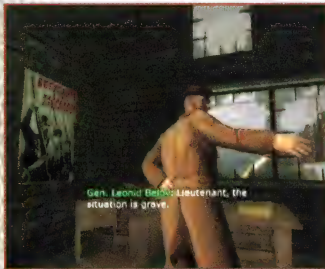
Keep moving toward the HQ. When you arrive, you're responsible for taking out both the infantry and armor that's approaching the HQ from the far side of the road. You have to switch quickly between the Coax gun and the main gun to take out the armor and the infantry units. Once all of the enemies have been vanquished, you get confirmation that you can park the tank and enter the Headquarters.



If you see a Panzerschreck unit, take him out immediately.

Objective: See General Belov and Get Radio

Park the tank and enter the HQ. Inside you talk to General Belov, who explains to you that you need to get a replacement radio for delivery elsewhere. Grab the radio and then get back to your tank.



1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

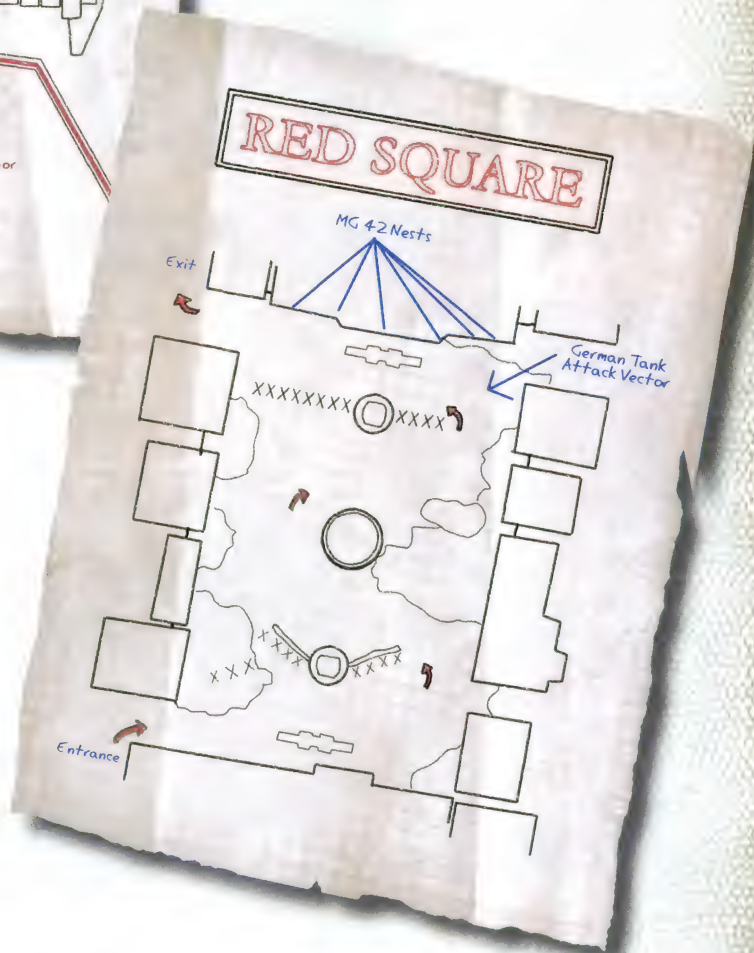
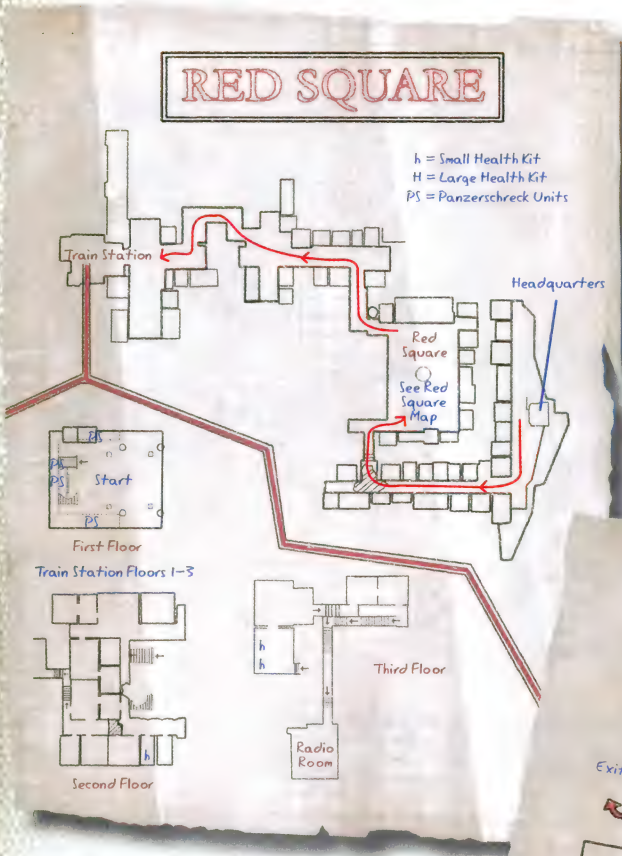
5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 6: INTO RED SQUARE



This mission is a continuation of the last mission. You must get your tank through to the Train Station and then get the new Radio to the spotter therein.

The Path to Victory

This mission has four distinct sections. First, you must get your tank through to Red Square. Second, you must capture and clear out Red Square. Third, you must make it through the streets to the front of the Train Station, which includes shooting out six MG 42 gunners. Lastly, you must destroy the armor in front of the Train Station and then blast open the door so that you can take the Radio to the spotter inside.

Recommended Weapons



PPSH:

There's nothing better at close range in the Train Station.



Tank Cannon and Coax:

These are the T-34's two weapons.

Objective: Get to Red Square

You begin in your T34 just outside the HQ. Follow the lead T34 down the road toward the narrow street that leads to Red Square. There aren't any enemy tanks in this narrow corridor, but there are quite a few Panzerschreck units, so don't be afraid to use both your Coax and main guns as you rumble along. When you get to the ramp, turn right and ride it up to Red Square.



This ramp leads up to Red Square.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Objective: Capture Red Square (Take out 6 MG Nests, Destroy Tanks)

As you roll into Red Square your first task is to use your main gun to take out the six MG 42 nests in the building at the far end of the square. Use your zoom with the main gun to take out those nests. Then get ready for two German tanks to vector in from the right. Back up a few yards as these enemies move in so that you can maneuver a little; otherwise you'll be right on top of each other! Destroy these tanks and then roll to the Red Square exit (see map).



Objective: Proceed to the Train Station

Follow the lead T-34 through the narrow streets, but keep an eye out for Panzerschreck units and enemy tanks. The narrow streets are very tight and dangerous, so keep your eyes peeled for the enemies and move cautiously.



Take out any enemies, even infantry, as you come across them.

Objective: Destroy all Enemy Tanks/Ram Station Doors

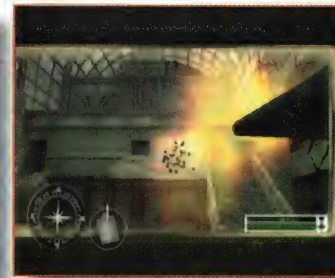
As you get to the front of the Train Station, you have to take out the two enemy tanks waiting for you there. Once they are destroyed you get the go-ahead to ram the front doors of the Train Station. Ram the doors and enter the station!



Don't shoot, just drive your T-34 right up through the Train Station doors.

Objective: Get Radio to Spotter

After you enter the Train Station you have to use your main gun to take out the Panzerschreck units that line the upper level of the foyer. Blow them to bits and then hop down off your tank.



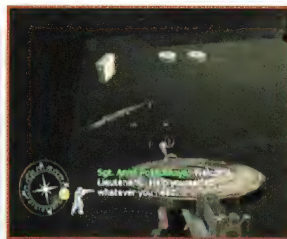
Move off the tank and meet up with your support troops. Then start moving through the rooms that lead up to the spotter's area. These rooms are blocked with doors that you must kick down. Whenever you kick down a door, be prepared to face at least three German soldiers!



DP28 OR PPSH

When you're moving through the Train Station, have the DP28 or the PPSH readied. Each of the rooms you break into has at least three German soldiers in them, and these high-powered guns help your cause a great deal.

After you clear out the second floor, move to the staircase and proceed up to the third and final level (although the third floor actually goes up two more flights of stairs). There are some Small Health Kits and MP 40 ammunition at the top of the stairs. In the next room is a radio operator. The wall by the operator breaks down and German soldiers show up. Follow them and destroy them as you move up.



Grab the Small Health Kits on the third floor.



There are two sets of rooms where you must take on more German soldiers head-to-head. Once you get up to the stairs that lead to the top of the station, follow the walkway around to the Radio Room and deliver your radio to end the mission!



Dropping off the Radio ends the mission.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

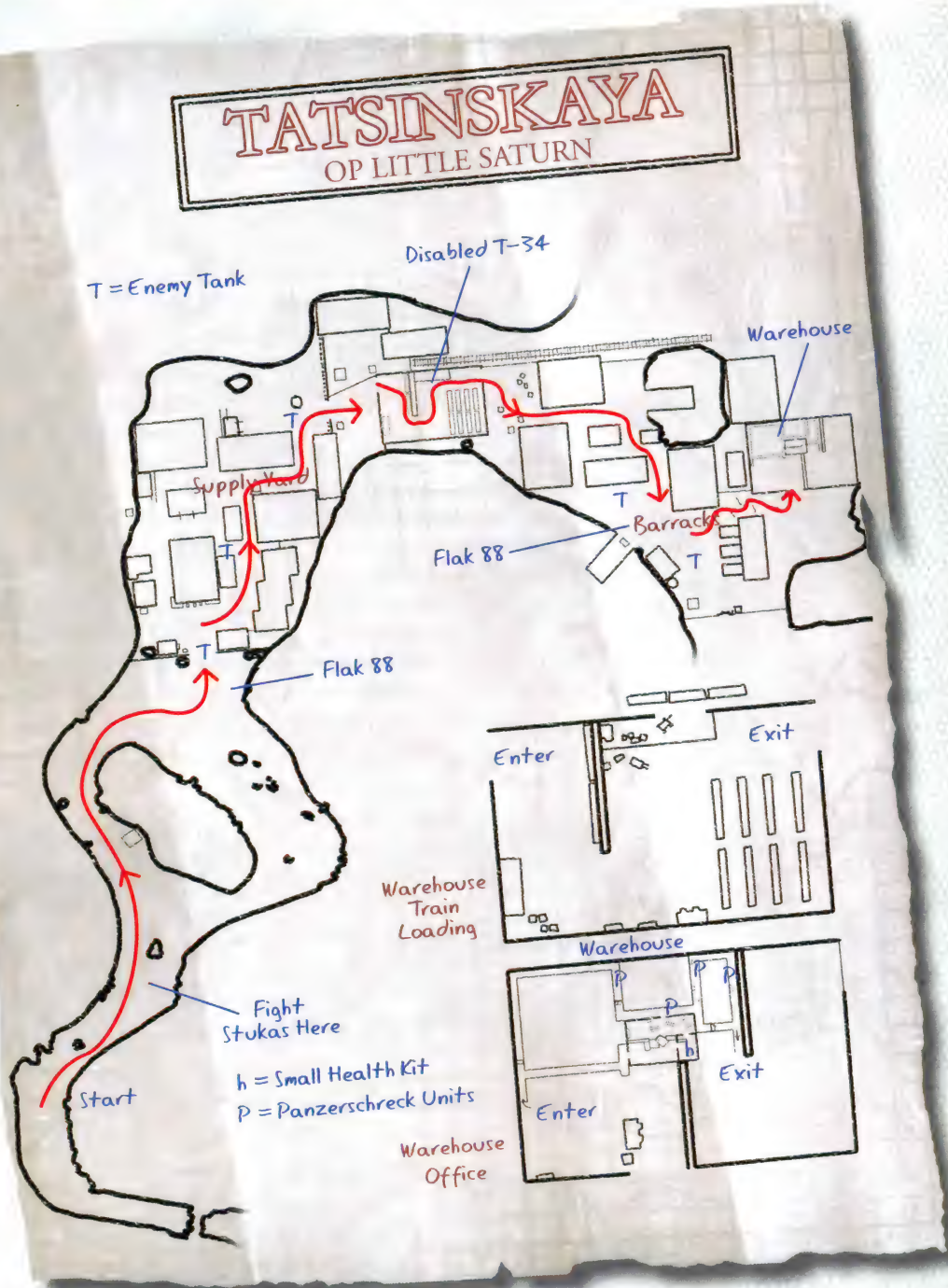
6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 7:

OP LITTLE SATURN



The Germans have been pushed completely out of Stalingrad and quickly surrounded by the invigorated Russian troops. With all supply lines cut and battered by the increasingly harsh Russian winter, the only way the Germans can get food, fuel and ammunition is by airlifts to the one air strip they have left, Tatsinskaya. The German resistance needs to be ended quickly. Taking the air strip would force the remaining Germans to surrender and put Hitler permanently on the defensive.



Lt. Nikolai Badanov, December 24, 1942 (Christmas Eve)

"What we began at Stalingrad, we were to finish as part of Operation Little Saturn on a remote airfield near the small village of Tatsinskaya. Our assignment was to approach the airfield from the north, via the River Don, cutting off and encircling the remaining German forces that Hitler had forbidden to retreat. At Tatsinskaya we would surprise the airfield, destroying as many aircraft as we could, cutting off the resupply of Nazis in the Stalingrad pocket. This was an assignment I was going to enjoy. But as we were about to spring our attack, the Germans got word that we were there, and launched a frantic evacuation. We may have missed yelling 'surprise,' but there was still plenty of party to be had."

Operation Little Saturn

In November and December of 1942, the German Sixth Army was trapped in a small pocket around Stalingrad, with only five airstrips available to receive aircraft. And for all intents and purposes, only one was capable of handling the kind of operation needed to supply the army.

It has been estimated that the bare minimum of supplies the army needed per day was 300 tons of food, ammunition, and equipment. To do this they would have to land a minimum of about 160 fully loaded Ju-52s at the airstrip each and every day! Needless to say, the Russian's advanced anti-aircraft systems and bad weather made this impossible, and the Germans lost over 500 aircraft while attempting to resupply the Sixth Army.

Recommended Weapons



DP28:

A powerful short- and long-range weapon.

Tank Cannon and Coax:
These are the T-34's two weapons.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

The Path to Victory

This mission has many small parts. First, you must repel a Stuka dive bomber attack, then move to breach the enemy's base perimeter. Next, you must destroy some defensive armored units before entering a large warehouse/shop to repair your tank. Inside the warehouse/shop, you must destroy a group of four Panzerschreck units before remounting your tank to finish this half of Operation Little Saturn.

The Ju-87 Stuka Dive Bomber

While high altitude bombing was a blunt instrument (highly inaccurate), low altitude bombing was relatively precise in nature. For this reason the Ju-87 Stuka dive bomber became the German's 'airborne artillery.' The Stuka's bombs, rockets, and guns were very effective against targets like roads, bridges, and enemy bases. Indeed, even ground forces of any kind were likely prey for this formidable weapon.

Developed before WWII started, the Stuka had an ingenious autopilot system that was engaged automatically when the pilot activated the dive breaks (air breaks that kept the Stuka from gaining too much speed and thus flying apart during a dive). This autopilot system ensured that the aircraft would still fly even if its pilot lost consciousness due to the excessive G-forces involved in coming out of a dive bombing run.

Capable of carrying a 4000-lb. bomb that it could aim with great accuracy, the Stuka was equipped with two 37mm cannons for use on the Russian front. These FLAK guns were capable of piercing lightly armored vehicles and were a constant threat to the Russians. The Stuka is perhaps remembered most for the sirens that Hitler had installed on each aircraft to aid in the psychological effect of a bombing run. When the Stuka entered a dive, the siren would begin to scream horrifically, letting the enemies on the ground know it was coming. By all accounts this attempt at terror was entirely effective, throwing fear into Allied troops' hearts whenever they heard it.

Objective: Repel Stuka Dive Bombers

Right off the bat you have to move your tank to do battle with the deadly Stuka dive bombers. Move your T34 up a short distance (follow the other tanks), then raise up your guns and aim at the sky. The Stukas fly low over you, dropping bombs and dealing damage to your armor. You can use either your Coax gun or your main gun to shoot them out of the sky, with the latter requiring careful aim.



When the last Stuka has been destroyed, follow the tank column.

See the Big Apple: Easter Egg!

If, at the start of this mission, you ignore the calls to repel the Stukas and instead turn around and move your tank past the bare tree on the right, then move up to the roadway above and follow it all the way around to right, you get to see the Big Apple!



There it is!

Objective: Breach German Base Perimeter

The base perimeter is guarded by anti-tank infantry (Panzerschreck units), Flak 88 guns (1), and a Panzer IV (1). There are also a couple of small vehicles carrying anti-tank infantry that you should destroy. The Flak 88 is the hardest unit to see here, so try to take it out first before going after the Panzer. When the coast is clear you get instructions to move into the base.



Objective: Destroy German Armored Units

Once inside the base you must move to the area that's guarded by a Flak 88 and two Panzers. Of course, the roadways between the base's buildings have plenty of German infantry running about, and some of those are crews of Panzerschreck units, so be wary as you move. As soon as you round the first corner you get a taste of a German Panzer IV—take it out quickly before it can turn its turret toward you!



Immediately a Panzer IV appears.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Continue along the path (see map), taking out the enemy tanks along the way. When you come to the warehouse, beware of the Guard Tower and a couple of Panzerschrecks near the warehouse itself. Once you've cleared the way, enter the warehouse.



Objective: Proceed to East Barracks

Inside the warehouse you come to a T34 that has several German soldiers trying to breach it from the outside. Use your Coax gun to take out those soldiers, then proceed through the warehouse and back outside toward the East Barracks.



Objective: Clear Area Outside East Barracks

You must now take out one Flak 88 gun and two panzer units. The number of armored enemy units that need to be destroyed count down onscreen from three to zero. Take them out as quickly and efficiently as possible with your main gun, then proceed to the warehouse by doing a zig-zag through the barbed wire defenses on the road.



GERMAN TANKS

When fighting German armor, try to aim at the sides or rear of the tanks. This is where their armor is thinnest. Doing so reduces the number of shells required to bring down your enemies.

The Flak 88 is hard to see, and as such can shoot the pants off you if you don't take it out quickly.

The entrance to the warehouse lies just beyond.

Objective: Destroy the Panzerschreck Units in Warehouse



Inside the warehouse, you dismount the tank and you must run up to the walkway above the loading area to take out the four Panzerschreck units there. To get to the walkway you have to move through the office by kicking in a door. There are several Germans in this area, so be ready for them. When the Panzerschreck units have been destroyed, you can descend the walkway and get back into your (now repaired) tank to end this half of the mission.



Three of the Panzerschreck units are visible as soon as you break through the door!

Get back in your T-34 to end this mission.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 8: AIRFIELD AMBUSH

TATSINSKAYA AIRFIELD AMBUSH CONTROL TOWER

H = Large Health Kit
MG = MG 42 Gunner



TATSINSKAYA AIRFIELD AMBUSH



This mission is a continuation of Operation Little Saturn. As such, it simply continues from the point at which the last half of the mission ended. In this mission, you will complete what you came here to do: destroy the enemy aircraft and airfield infrastructure, then gather intelligence from the airfield control tower.

Recommended Weapons



DP28:
A powerful short- and long-range weapon.



PPSH:
Useful at the end of the mission in the Control Tower.

Tank Cannon and Coax:
These are the T-34's two weapons.

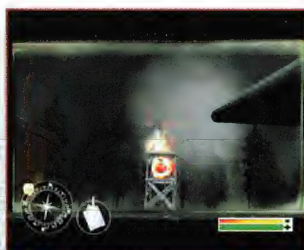


The Path to Victory

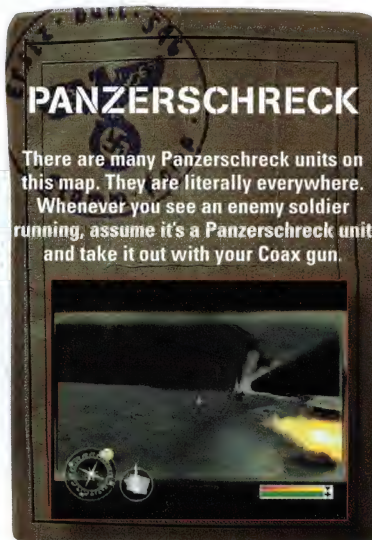
In order to complete this mission, you must first make it to the Mechanic's Yard where you must destroy nine Ju-52s (twin-engine German aircraft). Once this is complete, you must get to the airfield and destroy a series of aircraft that are attempting to take off and leave the base. Lastly, you must work your way up (on foot) to the control tower and clear it out, procuring some German intelligence in the process.

Objective: Get to the Train Yard

The mission begins as you leave the warehouse with two other T34 battle tanks. Immediately aim up at the Guard Tower on your right and take it out, or you'll get slammed from behind with Panzerschreck rockets. Follow the T34s out over the train tracks and into the Train Yard. In the Train Yard, you have to fight a couple of Panzers, so be ready for them.



This guard tower will hit you in the rear with Panzerschreck rockets if you don't take it out now.



PANZERSCHRECK

There are many Panzerschreck units on this map. They are literally everywhere. Whenever you see an enemy soldier running, assume it's a Panzerschreck unit and take it out with your Coax gun.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

RUSSIAN CAMPAIGN

Objective: Destroy the Aircraft in the Mechanic's Yard

Once the area is clear, move toward the Mechanic's Yard, where you get instruction to destroy nine enemy aircraft. This area contains several enemy tanks as well as a bevy of Panzerschreck units, so don't just concentrate on the enemy aircraft; keep an eye open for threats to your tank! The nine aircraft are mostly outside in front of the hangars, but there are two inside the hangars (see map); you'll have to maneuver to get a proper line of sight on them. The Coax is actually more efficient at taking out the enemy aircraft (it doesn't require a direct hit like the main gun does), but either weapon will work.



When the nine aircraft have been destroyed, a hangar opens that grants you access to the road that leads to the Runway and Control Tower—follow it out.

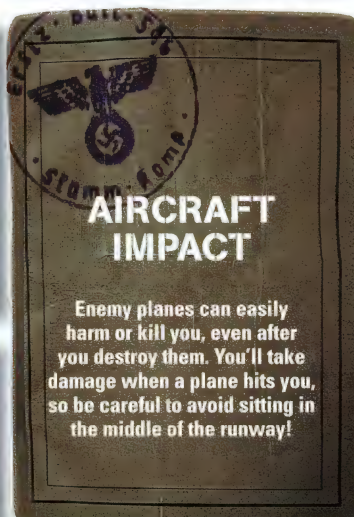


Objective: Proceed to the Runway

Leave the warehouse and follow the long road to the Runway area. Be aware that there is at least a pair of Panzerschreck units on foot on this road, and as you come to the end of it you also have to deal with a pair of tanks and a Flak 88 gun.



Objective: Destroy Aircraft Taking Off



As you reach the mouth of the runway, Belinki instructs you to keep the enemy aircraft out of the air. Set up your T-34 just to the right or left of the runway and aim your Coax and main gun down the runway at the aircraft attempting to take off. Shoot them down as they approach, then inch your way down the runway.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

Objective: Advance to North End of Runway

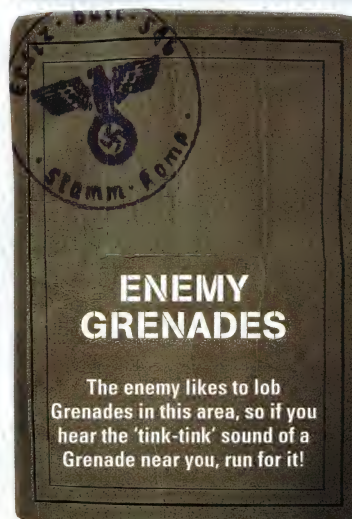
Your job now is to proceed to the north end of the runway and destroy the enemy tanks and the Flak 88 that are in the area. There are three other T-34s there to help out, but don't count on their accuracy—you'll probably have to clear the area yourself.



Objective: Get to Control Tower



The road is blocked so you must go on foot.



Follow the pathway up the hill until your tank is blocked. At this point, you get out of the tank and you must fight your way up to the Control Tower on foot. There is a trench that runs along the right side of the roadway. Get to this trench and follow it up to the supply truck that's sitting near the radar dish. Inside this truck is a Panzerschreck that you can use to take out the MG 42 gunner who is otherwise preventing you from approaching the Control Tower. There's another MG 42 gunner mounted on a parked truck to the left of the Control Tower.

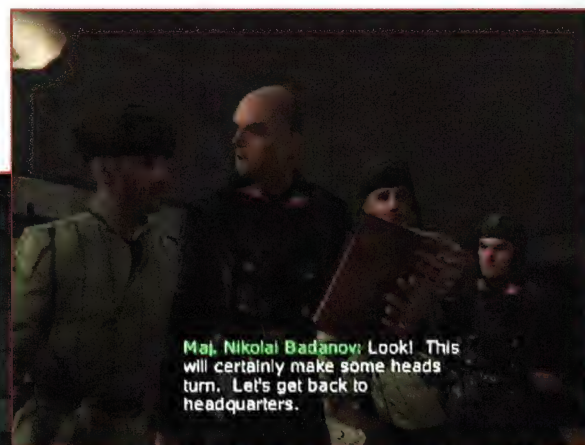
When you get to the truck, hop inside and grab the Large Health Kit—you'll probably need it.



The Panzerschreck makes your approach to the Control Tower possible.

Objective: Clear the Control Tower

When you get to the door of the Control Tower, arm whichever gun you have with the most ammunition, break down the door, and go inside with guns blazing. Alternatively, you can toss in a Grenade to clear out the three enemies on the lower level. Move up to the second level and take out the enemies there. Then get to the control area and clear that out as well. Lastly, you must go to the upper level and take out the lone enemy before you can go back to the radio area and collect the documents to end the mission.



Mat, Nikolai Badanov: Look! This will certainly make some heads turn. Let's get back to headquarters.

1 Not One Step Back

2 The Flag Must Fall

3 Dead in Her Sights

4 Defend the Factory

5 Breakdown

6 Into Red Square

7 Op Little Saturn

8 Airfield Ambush

MISSION 9:

MISSION: MATMATA



As the Russians finally began to turn the tide, the Allies hoped to distract Hitler from the upcoming Normandy invasion by opening a third front in North Africa. Hitler sent one of their best generals, Erwin Rommel, and the British sent one of their finest divisions to stop him. The division they sent was the 7th Armored, the Desert Rats. The British confounded Rommel using small squads and hit-and-run tactics over the desert, targeting his supplies and fuel reserves deep behind enemy lines.



**Pvt. Edward Carlyle, January 22, 1943,
Matmata, Tunisia**

"My wife finally wrote saying, 'Ed Carlyle, just ask them to do something else,' so I did. It turns out having a background in teaching chemistry can get you out of a desk job pretty quick if you have a mind to it. I knew nothing of the private army or its ties to the Desert Rats 'til I was in training. This sabotage platoon's philosophy is lightning-fast strikes and massive explosions deep behind enemy lines. It's gratifying to know that every time we light up a fuel depot or munitions dump, we're stalling Rommel's tanks and helping those poor blighters on the front lines. It may not be fighting fair, but the Germans have hardly fought fair in Europe, so to hell with them. My assignments are highly confidential, so as far as the wife knows, I'm still sitting at a desk. But for some strange reason, I've stopped complaining."

World War II: North Africa

The Germans had their way in North Africa until August of 1942 when General Bernard Montgomery took over the command of the British troops as they fought against the Desert Fox, German General Erwin Rommel. The arrival of Montgomery changed the fortunes of the British as they progressively attacked and hampered the German forces, taking multiple key locations until the final battle at the Mareth Line (200 miles NW of Tripoli). In January of 1943 Montgomery's forces captured nearly 250,000 German troops. Rommel, however, escaped before the British could corral him.

The Path to Victory

The climate in North Africa is decidedly different than that of the Russian winter, both literally and figuratively. Your job is multifaceted. First, you have to eliminate several machine gun nests, then you have to capture the German HQ and the Communications Post. Then you must capture the fortress from the Germans and find and destroy the generator.



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

Recommended Weapons



MP40:
German submachine gun. Very good for close-up action.



Lee-Enfield:
Very accurate rifle, although slow.



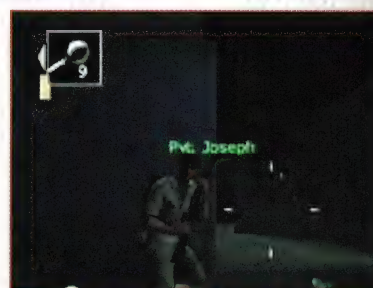
Bren:
There is one of these to be picked up.
Awesome high-powered machine gun.



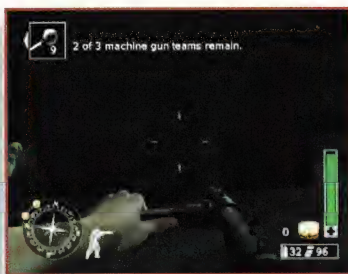
Sticky Bombs:
Explosive that adheres to many surfaces.
Good for disabling armored vehicles.

Objective: Eliminate the MG 42 Nests

Your first goal is to take out three MG 42 nests in the town. Unfortunately, these three nests have a very good line of sight on your approach vector, so you must stay low and be very careful as you approach. Start by moving to the left of the house in order to pick up the Large Health Kit there. Then move across the short walls to the right side of the town.



Once you reach the end of your cover on the right side, you have to dash across an open area to get to your next area of cover. You may take a hit or two on the way across, but it can't be helped. Once you've made it to the small house, move to the staircase that leads up to one of the three MG 42 nests, and take out the occupants. From this location you have a line of sight on the other two MG nests, allowing you to neutralize them.



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

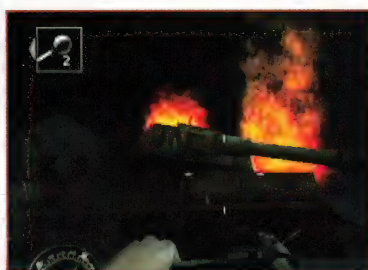
12 Raiding the Fortress



Objective: Capture the German HQ



Once the MG 42 nests are toast, you get the okay to move into town and capture the German Headquarters. As you move toward the HQ you quickly see that there is a German tank that must be destroyed before you can successfully capture the HQ. You have nine British No. 74 ST "Sticky Bombs" at your disposal to deal with the tank, so get in behind the tank and toss a couple of these bombs on the back of the Panzer to disable it. The



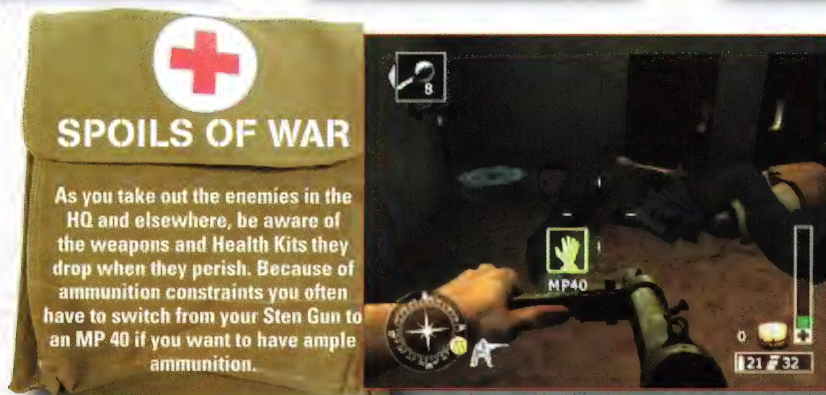
best way to do this is to hide behind the walls of the building the tank is circling. After it passes your position, pop out and hit it with a Sticky Bomb or two.

British No. 74 ST "Sticky Bomb"

Generally disliked by the troops that used it, the Sticky Bomb was made up of a handle that was attached to a round ball, which was coated in a powerful adhesive. The ball contained nitroglycerin explosives, which made it somewhat dangerous because it could sometimes be triggered by a nearby explosion or other jolt or concussion.

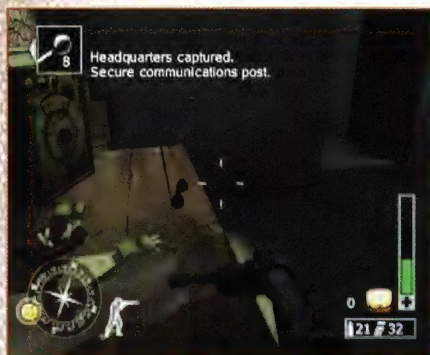
To use the weapon, one would remove a release pin that removed the outer coating, exposing the adhesive. Then the safety pin on the explosive itself would have to be pulled. This weapon was probably best used when the user could walk up to a target and stick the bomb onto it, then get the heck out of the way. The risk of the Sticky Bomb was that it would get stuck onto the soldier trying to throw it!

When the tank is destroyed, move up on the German HQ (it has a giant Nazi flag in front of it). Stay low and use the walls for cover as you approach. It's best if you can toss a Grenade or two into the HQ before you attempt to enter. Sticky Bombs will suffice in this case. Move into the HQ and take out the enemies, then pick up any Health Kits or ammunition/weapons you need.

**SPOILS OF WAR**

As you take out the enemies in the HQ and elsewhere, be aware of the weapons and Health Kits they drop when they perish. Because of ammunition constraints you often have to switch from your Sten Gun to an MP 40 if you want to have ample ammunition.

Objective: Capture the Communications Post



Exit the back side of the HQ and move up the hill toward the German Communications Post. As you work up the hill, an enemy tries to take you out from above, so be ready for him (see map). Fortunately, he drops a Small Health Kit when he dies. Continue up the hill, but move cautiously because there are enemies waiting for you as you ascend; two of them drop a Health Kit. It's a good idea to use a Grenade or Sticky Bomb to clear the way before you advance into blind areas.



When you arrive outside the Communications Post you have at least a pair of soldiers backing you up. However, the door to the post must be kicked down and you're the one to do it! There are four enemies inside the room when you kick the door down, and at least one more outside by the ascending staircase, so be sure that your clip is full before you burst in. If you go upstairs you find both a Small and a Large Health Kit.



There are some Health Kits upstairs.

9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

Objective: Destroy Radio Tower

The Radio Tower is directly beside the Communications Post (see map), and can be destroyed by running up to it and placing a C4 charge on it. The catch here is that the enemy fires on your position from down the hill. Still, if you work fast, you can run over, plant the explosives, and get back to safety before taking too many hits. When the explosives blow, the Radio Tower comes tumbling down.



Objective: Capture Fortress

Now comes the hard part. There is a group of German soldiers at the bottom of the hill firing on your position. Toss a couple of Grenades their way and then move fast down the hill, taking out anything you encounter. At the bottom of the hill, move through to the left of the town until you get to the overturned jeep. At the jeep you find a Bren Gun—just what you need for the fight in the Fortress.



Pick up the Bren Gun; it'll come in handy.

Once you have the Bren Gun, move to the staircase that leads up to the Fortress roof. Lead with a Grenade or with the Bren Gun because a bunch of German soldiers wait for you on top! Use your Bren to clear the area as quickly as possible.



The spoils.

Objective: Clear the Gate of German Soldiers

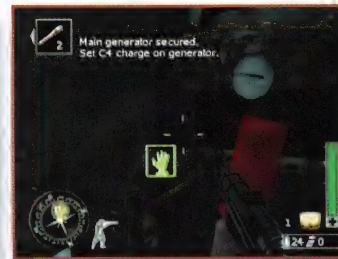
At the edge of the Fortress is an MG 42 that overlooks buildings across the street and into the gate area below and to the right. Use this MG 42 to clear the area of the vast number of German soldiers that try to counterattack. The key here is to neutralize the enemies on the roof directly across from you first, then shift to those on the ground. While hits from the enemies on the roof ultimately hurt you the most, the MG 42 gunner in the nest in the gate area should be your second priority. When the Germans are stymied you get the okay to descend back to the street.



These guys on the roof are the most dangerous to you.

Objective: Destroy Generator

Move down off the Fortress and through the streets to the Generator area. A group of six German soldiers guards the Generator, so use the corner of the nearby building as cover, and don't be afraid to toss in a few Grenades to soften them up before you finish them off with small arms fire. When the enemies are vanquished you can move in and plant the explosives to end the mission.



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

MISSION 10:

DEPOT SABOTEURS



This mission is a direct continuation of Mission 9, but the job has now moved from capturing tactical targets, such as the German HQ, to almost pure sabotage. This mission has you taking out tanks and destroying large German petrol reserves (five caches in total).

The Path to Victory

After following Sgt. Starkey through the streets you have to destroy three tanks by using Teller Mines that you find in the buildings of the town. Once you've done this, you must capture the Fuel Depot entrance and then destroy five caches of petrol fuel before exiting the area via jeep.

Recommended Weapons



Lee-Enfield:
Very accurate rifle, although slow.



Bren:
There is one of these to be picked up.
Awesome high-powered machine gun.



MP40:
German submachine gun. Very good for close-up action.

Teller Mine:
Found in some of the buildings, these mines are key to taking out the three tanks.

Sticky Bombs:
Explosive that adheres to many surfaces. Good for disabling armored vehicles.

Objective: Follow Sgt. Starkey

Follow Sgt. Starkey up the stairs to the top of the nearby building. There are four German soldiers at the top of the stairs, so make sure your weapon is ready before you venture up. There's a box of Teller Mines in the room off to the side; pick them up.



The Teller Mines are in this room.

9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

BRITISH CAMPAIGN

Starkey then heads across the compound to Building A (see map). Follow him across and get ready for some action with some heavy metal.



Objective: Destroy the Three Tanks

You get instructions to destroy the three tanks patrolling the area. Two of the tanks are driving around the buildings in the area, while the third one is parked by a nearby gate. A good way to take out the tanks is to place Teller Mines where the tank's tread will roll over it. Watch the tanks make their way around the area for a lap, and then place the mines so that they will take out the armor on the next lap.



Watch the tanks first to get their pattern down.



This tank just ran over a mine.

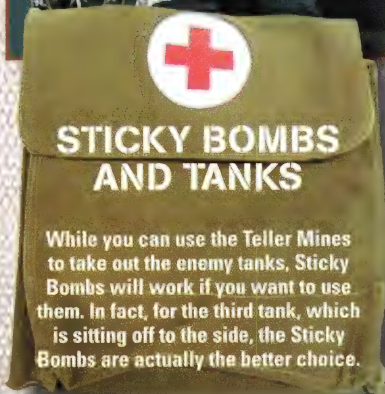


Throwing down the Teller Mines is your best (and safest) bet.

Teller Mines

A German weapon, the Teller Mine was used extensively by Rommel in his defense of the French coast in 1944. It's estimated that over five *million* Teller Mines were laid in this area by D-Day. The Teller Mine weighed in at about 9 kg and had a detonator in its center. Not for use as an antipersonnel mine, the Teller required a pressure of over 300 lbs. to trigger the explosion of nearly 5 kg of TNT. A tank running over a Teller Mine was usually disabled or destroyed.

The enemies in Building B (see map) are a major pain in your backside as you attempt to plant the Teller Mines while the tanks are on the other side of the building. Use your Enfield rifle to thin them out before moving down to place the mines. Building B also contains Health Kits and Teller Mines, not to mention weapons and ammo from the felled enemies. When all three of the tanks have been destroyed, you can move on.



A Sticky Bomb might do the trick for the last tank.

Objective: Secure the Fuel Depot Entrance

Once the third tank is destroyed, move along the building to the left of the tank husk, but do it carefully. There is an MG 42 nest to the left just around the corner. A Sticky Bomb works wonders here. Find the narrow passage just behind the MG nest, and follow it to the end. At this point you can edge out around the corner and take out the MG 42 gunner with a Lee-Enfield round.



As you round the corner, your buddies in the jeep show up to take out the MG 42.

9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

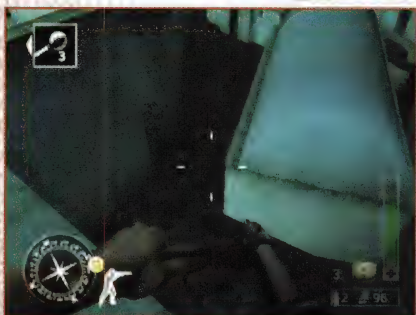
12 Raiding the Fortress

BRITISH CAMPAIGN

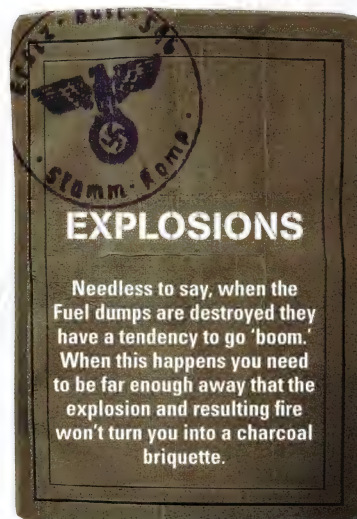


Once the gunner's down, move out around the corner right away. The jeep with your friends arrives and pelts the area with machine gun fire, opening the way for you to enter Building C and clear it out, thus securing the Fuel Depot Entrance.

Objective: Reach the Fuel Depot



You can get over the fence by jumping down from the MG nest area in building C (see map). There are two MG nests in this area and numerous enemies, so be on your toes as you move around.



Objective: Destroy the Fuel Caches (5 Total)

Your goal is to put explosive charges on the five Fuel Caches in the depot (labeled F1-F5 on the map). You can also use Grenades or Sticky Bombs. Follow a circular path to destroy them one at a time, but move carefully and use your rifle to snipe the MG 42 nests from afar. Or toss a Sticky Bomb (or Grenade) at the nest to neutralize all of the nearby enemies. Move around the area and take out all five of the caches.





A well-placed rifle shot or a Grenade will take out the MG nest.

9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

Easter Egg: Secret Hang Out

After the enemies are all dead and the five Fuel Caches have been destroyed, look for the Ghurfa building that sort of looks like it's made out of three loaves of bread stacked on top of each other (see map). This building has a door on the right side. Follow these instructions carefully: First, throw a Sticky Bomb at the door and let it blow up. Then, do it again. Next, move up to the door and press the action button once, then back away and throw one more Sticky Bomb at it. The door will blow open revealing a descending stairway!



Descend the stairway into the secret hang out where the ghost of someone is playing his guitar. This is a *very* cool area. Fortunately for you, there is a Bren Gun that you can pick up, along with a Large Health Kit.

Objective: Leave Depot and Board Jeep



You must now leave the area and get to the exit jeep so that you can move on to the next mission. Expect a few German Soldiers to resist you at the gate as you reach the jeep.

MISSION 11: A DESERT RIDE



Having retreated across North Africa, Rommel decided to use the badlands of Tunisia, dubbed the Mareth line, to make his final stand. One of the British desert patrols discovered a hidden way through the line, giving the British the opportunity to surprise Rommel and outflank his forces, forcing him to retreat off the continent.



**Pvt. Edward Carlyle, January 23, 1943,
Ksar Tarsine, Tunisia**

"Navigating the desert like an ocean of sand, you have to know where you're going and have a plan to get in and out as quickly and quietly as possible. We do prefer it when 'quietly' is not required. The one thing that allows us to hit the enemy where it hurts most, is our jeeps. They're always loaded with enough fuel, supplies and water to travel 600 miles at a stretch. Although unarmored, they can be heavily armed with two .50-cal. MGs firing armorpiercing and incendiary rounds. These make us quick and deadly when we need to be, able to take on German halftracks and armored cars that outclass us in every other way. Still, this doesn't make up for the fact that you're completely exposed to fire, sitting in an open jeep. And you'd better have a damn good driver at the wheel should trouble arise, and it always does, mate..."

9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

The Path to Victory

This mission is mostly a hot and heavy race through enemy lines and the desert in an open jeep. You're at the controls of a .50-caliber machine gun. Most of the mission involves taking out groups of enemies as the jeep rolls through the desert. Ultimately your goal is to get to the Fortress in one piece.



Recommended Weapons



Lee-Enfield:
Very accurate rifle, although slow.

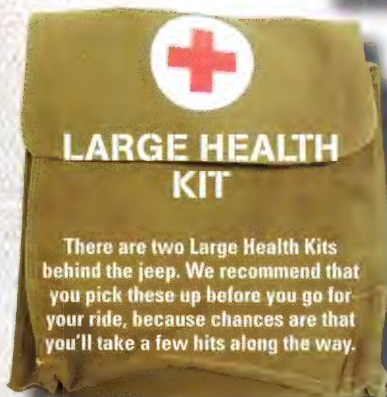
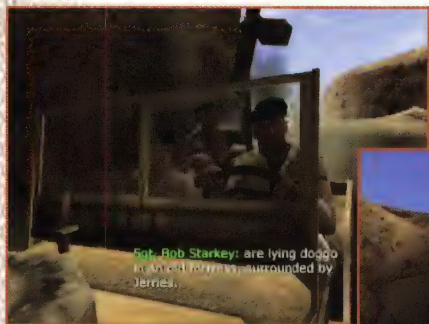
.50-Caliber Machine Gun:
This is the gun mounted on the back of the jeep. It has unlimited ammunition—you'll need it.



BRITISH CAMPAIGN

Objective: Protect Sgt. Starkey During Jeep Refueling

Sgt. Starkey has to refuel the jeep out in the open, so it's your job to keep the enemies at bay while he fills the jeep's fuel tank. A lone German sniper appears on the hill behind the jeep, followed by a stream of enemies coming down the road behind you. Take out the sniper, and then cap a few of the guys coming down the road. By the time you've done this, Starkey instructs you to get in the jeep.



Note the Large Health Kit in the lower right corner of the screen. There's also one in front of the shooter.

Objective: Destroy Truck Blocking the Road

Once you're in the jeep, brace yourself for a truly wild ride. Although there are enemies firing at you from behind, you must ignore them and make sure that your gun is turned to the front of the jeep. As soon as you round the first corner you're faced with a group of enemies and a truck that must be destroyed—blow it up and move on!



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

Objective: Survive Next Stretch

The next stretch of road is dotted with German Halftracks, trucks and soldiers. You must keep your gun blazing to take out any enemy or vehicle that may be a threat to you as you move along the road.



Objective: Shoot Down the Stuka



As you approach an enemy stronghold, you get an indication that a Stuka dive bomber is coming right at you. The Stuka makes a low run straight down the road coming right at you. Aim your gun at it and shoot it down as it approaches!

Objective: Eliminate the Enemy Soldiers

After the Stuka attack, you come to a bombed-out building that has a large number of enemy soldiers around it. The jeep temporarily stalls, and while Starkey tries to get it running again, you must keep the enemies at bay. Use the .50-cal relentlessly to snuff out the advancing German soldiers.



BRITISH CAMPAIGN



Objective: Avoid the Tank

Follow the two trucks down the road and blow them up with your gun. Then shoot down any enemies you see as Starkey tries to avoid the Panzer that's in the middle of the road. You take a side road past the road the tank is on. As you pass the tank, use your gun to take out the German troops in front of it.



Starkey avoids the tank.

Thin the Germans in front of the tank.

Objective: Destroy the Truck



The jeep again stalls for a short period, and you have to mow down some German soldiers, but as soon as the jeep is repaired you're instructed to destroy the truck that's blocking the road. Use your gun to take out both the soldiers and the truck. Then get ready for some more aerial action.



Blowing up the truck helps to take out the nearby enemies.

Objective: Avoid the Stukas En Route to the Fortress

As you round the corner another Stuka attempts to take you out. Stop it by aiming your gun low above the road and blasting the enemy aircraft. After the Stuka is destroyed, you must take out another truck and MG 42 nest by the Mosque on the road to the Fortress.



Objective: Get to the Fortress

You have only a short distance to go now. As you approach the Fortress, the game takes control of your character, and in a cutscene you'll see the main character catapulted into the Fortress proper, leading to the next mission.



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

MISSION 12: RAIDING THE FORTRESS

KSAR TARSINE

RAIDING THE FORTRESS

$$MG = MG_{42}$$

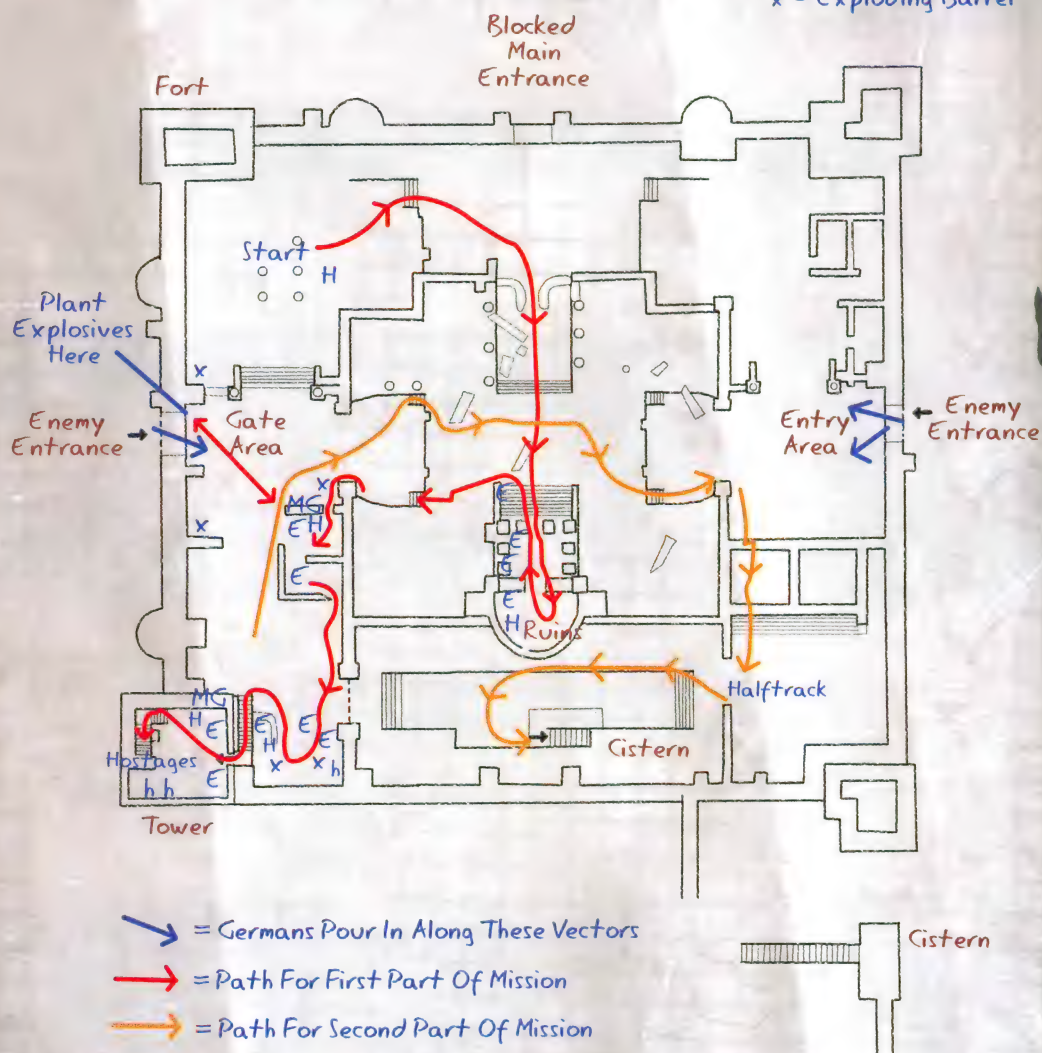
$h = \text{Small Health}$

H = Large Health

B = Bren Gun

$$E = E_{\text{enemy}}$$

x = Exploding Barrel



This is the final mission in the British campaign, and it caps the harried jeep trek across the sun-baked sands of Tunisia with a fierce battle inside the ancient Ksar Tarsine Fortress.

The Path to Victory

This mission is the last installment in the British Campaign. You must complete several difficult tasks. First, you must plant explosives at the gate where German troops are pouring in. This area is covered by two MG 42s and a host of enemies, making it very difficult to access. Next, you have to take out the enemies in the tower. Lastly, you must get Dehart to the cistern without him perishing to complete the mission (a tall order).



9 Mission: Matmata

10 Depot Saboteurs

11 A Desert Ride

12 Raiding the Fortress

Recommended Weapons



Sten Gun:
Simple, yet powerful and effective submachine gun.



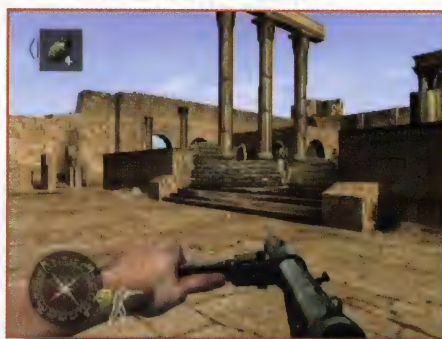
Lee-Enfield:
Very accurate rifle, although slow.



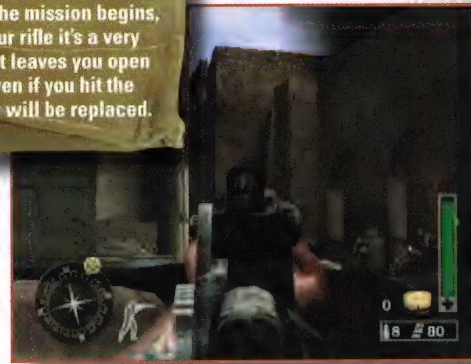
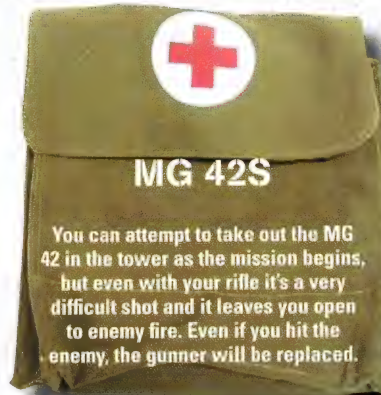
Bren Gun:
There is one being held by Pvt. Johnson near the gate. When he perishes you can claim it.

Objective: Plant Explosives at German Entry Point

It's clear that the gate area is completely pinned down, with numerous German soldiers and two MG 42s keeping any allied soldiers away. There are some explosive barrels near the gate; they can effectively clear out one wave of enemies pouring through the gate, but they won't do anything about the MG 42s, so it's best to avoid the area and instead flank it. Start by moving around to the left, up through the ruins (see map).



BRITISH CAMPAIGN



In the ruins, you must take out all of the enemies inside, pick up any Health Kits there, and then double back to the area just around the corner from the lower MG 42 gun (see map). Use a Grenade to take out the enemies at the gate and also in the MG 42 nest. Then turn the corner and storm the area. Kill any enemies you see, then very quickly—that part's important—man the MG 42!



When you have control of the MG 42, use it to take out the next wave of Germans that pour through the Gate Area, as well as any other nearby enemies. Once the wave is destroyed, run like heck to the explosives point and plant them. Then run back to the MG 42 nest. You will likely take one or two minor hits from the tower's MG 42 gun during the run to the explosives, but it shouldn't be enough to take you down. The gate explodes and the first objective is in the bag!



Objective: Rescue Sgt. Dehart in Tower

Now that you've taken out the lower MG 42 gun and you've closed the gate with your explosive charges, you must storm the Tower and get Sgt. Dehart. Outside the Tower are several enemies guarding the staircase. Fortunately there are explosive barrels nearby that you can shoot to thin the herd before you move in.



The explosive barrels are handy.



The MG 42 gunner is inside the Tower (if you haven't already killed him), along with two other guards. Be wary of them as you climb the stairs. You may want to lob a Grenade prior to entering to thin out the enemies inside. Once the area is cleared, you can move up the stairs to the hostages above!



The hostages are alone on the roof.

Objective: Protect Sgt. Dehart



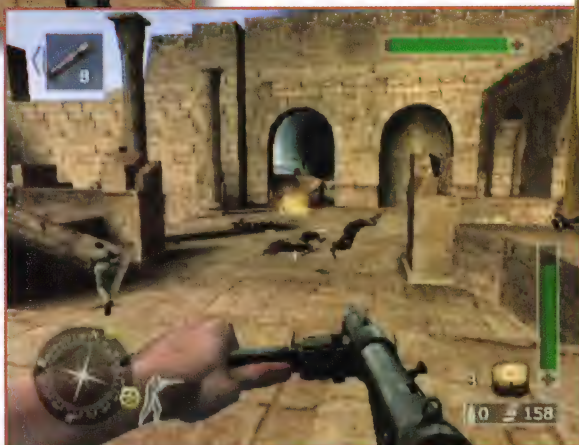
You get instructions to protect Dehart from the enemy while you escort him to the Cistern. Move down the stairs and out to the 'ruins' area (see map). The Germans begin to pour in through the Entry Way, and you must control the assault while protecting Dehart.

9 Mission: Matmata

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HALFTRACK OPTION

At the top of the stairs in the Tower, you can see an enemy Halftrack that's parked on the other side of the Cistern. Use your rifle to take out the gunner in the Halftrack now. It'll save you a great deal of trouble later.

You can't get Dehart to the Cistern while all of the Germans are pouring in through the Entry Way and two MG gunners guarding the entrance. Instead, you must keep the enemies at bay until reinforcements arrive. Stay near Dehart and keep him safe while mowing down all of the enemies you can. If Dehart's health gets low, you can administer a Health Kit to him. Eventually you get the message that reinforcements have arrived to save the day.



Objective: Plant Explosives on Halftrack

When reinforcements show up, turn the corner and move down to the Halftrack. If you already took out the gunner, then you only have to deal with two guards that are on foot. Take them out with your Sten or Bren, and then plant the explosives on the Halftrack and get out of the way!



Once the Halftrack is destroyed, you have access to the Cistern

Objective: Escort Sgt. Dehart to Cistern/Rescue the Cartographer



Now your task is almost complete. Move with Dehart to the Cistern, but be ready for some enemy troops to come out of the Cistern as you approach. As you approach, you get instructions to rescue Captain Snyder in the underground area. Destroy the enemies and descend to Snyder to end the mission. The mission is now complete, as is the British campaign!

9 Mission: Matmata

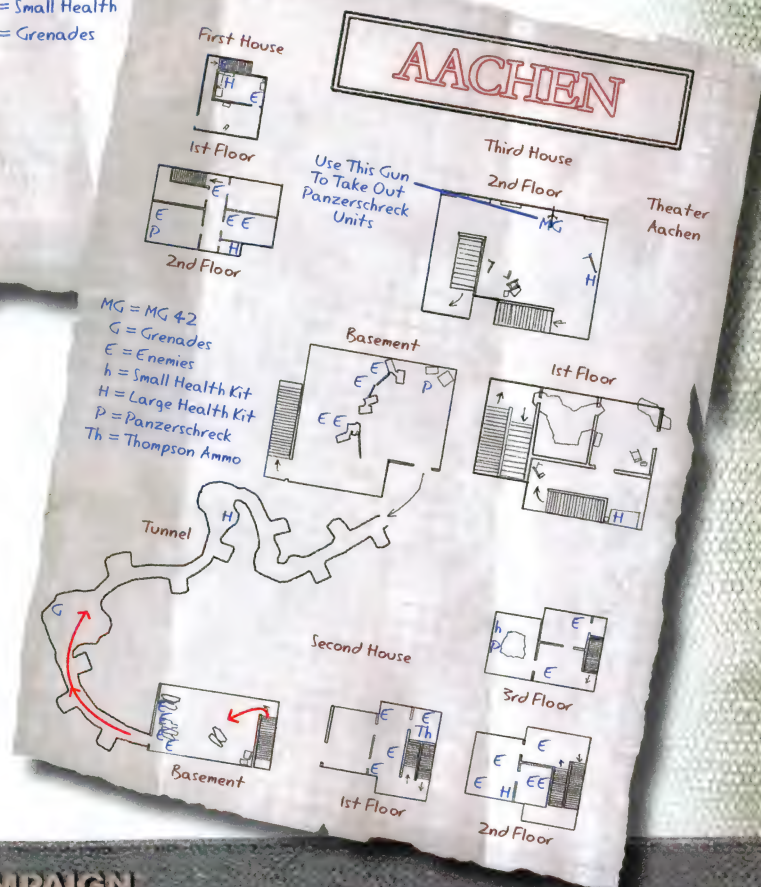
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MISSION 13:

FIRST CITY TO FALL



This mission begins with Sgt. Chuck Walker and the Big Red One as they move in to capture Aachen, the first German city to fall into Allied hands in WWII.



Sgt. Chuck Walker, October 21, 1944, Aachen, Germany

"My name is Chuck Walker. I've been attached to the 1st Army, the Big Red One, for a long time now. I fought in North Africa and Sicily. I landed in Normandy on D-Day. Every day I fight to save my life and the lives of my men. I'm proud we're on the front lines. I know none of us are going home until the Germans surrender completely, and we wanna be right there when it happens. That's why Aachen is so important. It's time to take this fight right to Germany, where it began. This isn't about medals or honor; those things don't matter when you're fighting for your life. This is about winning the war, and fighting with the Big Red One has taught me: You win a war by surviving it. And that means killing the Germans before they kill me."

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Operation Market Garden

Once the Allies moved off the beaches of Normandy in August of 1944, they succeeded in capturing hundreds of miles from the Germans within a short few weeks. Ultimately, supply problems limited the Allied offensive due to a lack of available ports to get supplies into Europe. After much political dithering, British General Bernard Montgomery suggested a huge operation that involved airborne troops (Market) and the British 2nd Army (Garden) capturing key bridges along the Rhine.

Market was the largest airborne operation in history, with over 30,000 men of the 82nd, 101st, 1st divisions, and the Polish Brigade being dropped behind enemy lines. The idea was that these initial troop drops would soften up and secure a bridge while the 2nd Army caught up from behind.

In the end, Montgomery ignored reports that there may be a Panzer Division in Arnhem, and the entire operation became one of the Allies' worst defeats. The plan was originally put into place in the hopes that it would shorten the war dramatically, but it turned out to be one of the worst mistakes in military history. Operation Market Garden was immortalized in Cornelius Ryan's book (and subsequent movie) *A Bridge Too Far*.

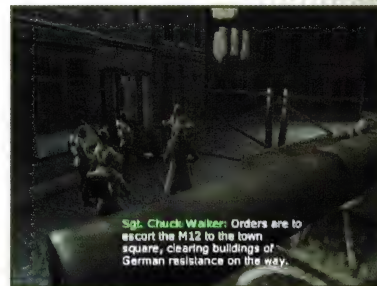


1ST CITY TO FALL

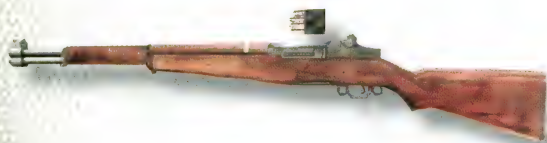
Aachen was the first German city to fall to the Allies in World War II. Its fall in October of 1944 bode poorly for the Germans and their eventual collapse at the hands of the Allied forces crushing them from two sides.

The Path to Victory

Your job in this mission involves primarily defending the Sherman tanks and the M12 (motorized artillery unit) from German Panzerschreck units. Once you protect the armor from anti-tank units in the theater, you must continue to protect the column as it rolls through Aachen. Ultimately you'll end up in the Aachen sewer system to cap the mission.



Recommended Weapons



M1 Garand:

A great long-distance weapon that can fire eight shots in a semi-automatic fashion, making it the best of the basic rifles in the game.



MP40:

German submachine gun. Very good for close-up action.



Thompson:

You start with this fine weapon, but ultimately you'll run out of ammunition for it.

Objective: Escort Tank Column to the City Gates

This portion of the mission involves mostly the Sherman tanks in front of you. For the most part, you should stay in behind the tanks as they roll through the streets, but be prepared to shoot any Germans that you see along the way. Stay crouched as you follow the tanks so that MG 42 positions and snipers can't get a bead on you.



You can see the vapor trails from the Panzerschreck units as they fire on your tank column.

Objective: Destroy Anti-Armor Units on 2nd Floor of Building



As you round the corner, you come to the First House (see map). One of the tanks blows a hole in the house, thus allowing you access to the inside. This is a good place to toss in a Grenade or two before you enter; at the very least it will stun your enemies. Move inside and clear the ground floor first, picking up the Large Health Kit inside the back room.



PANZERSCHRECK WRECKING

When you come upon a Panzerschreck unit, you must take it out immediately or the soldier will turn the weapon on you and try to blast you into oblivion—work quickly.

Once you've cleared out the bottom of the house, move up the stairs and carefully take out the enemies hiding in the rooms upstairs. The Panzerschreck unit is through the last door on the right. Break through the door and mow him down with your Thompson.



WEAPONS

When you destroy a Panzerschreck operator, you can often pick up his weapon (by exchanging one of your current weapons for it). While this is tempting, we don't recommend doing it in this mission. It's far better to have both a Garand and Thompson than a Garand (or Thompson) and a Panzerschreck with only one round in it!

There he is, lurking in the corner with his Panzerschreck.

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AMERICAN CAMPAIGN

Objective: Protect Armor at City Gates



When you exit the house, follow the tank column into the City Gates area (see map). Here you must defend the tanks from five separate Panzerschreck units. The first two units come from the right, then two come through the arch of the gates, and lastly one comes from the left.



The Panzerschreck units are the least of your problems in this area. There are plenty of regular German soldiers, especially to the right of the gates, that you must keep in check or you'll end up ventilated with MP 40 fire in a hurry. Use your Grenades to help thin the herd a little while you chase the Panzerschreck units.



You get a message when the five Panzerschreck units are destroyed.



Objective: Protect Armor in Streets

Your next job is also a tough one. You must continue to follow the armor through the streets of Aachen, keeping a close eye out for German soldiers and, more importantly, Panzerschreck units. Stay close to the back of the Sherman tanks as you move along; ignore the temptation to snipe at MG 42 emplacements in the buildings because the tanks take them out by shelling them.



A couple well-placed Stielhandgranaten aid your cause greatly as you follow the tanks past the City Gates.



Don't worry about the MG 42 guns; the Shermans take care of them in time.



Don't get in front of the tanks or you'll find yourself in a heap of trouble as you wind through the roads of Aachen. Eventually you come across a ruined building with a Panzerschreck unit inside. Sneak up around the rubble and eliminate him.



There's a Panzerschreck unit hiding in this alcove.



Use your Grenades!

Objective: Neutralize Panzerschreck Units on 3rd Floor



You come to the Second House (see map) and the tanks stop in front of it. Inside, the house is well defended, so we recommend tossing in a few Grenades to soften up the opposition before you venture forth. Once the Grenades have done their thing, move into the lower floor and clear it out.



There is some Thompson ammunition on the first floor.

Once the first floor is cleared, move up the stairs to the second floor. Beware of the enemy at the top of the stairs. Then watch out for the other Germans sprinkled throughout the rooms as you move to the staircase that leads to the third floor.



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AMERICAN CAMPAIGN

At the third floor, you find a couple of enemies in your way. Then you must break down a door to get to the Panzerschreck anti-tank crew. When you see them, mow them down!

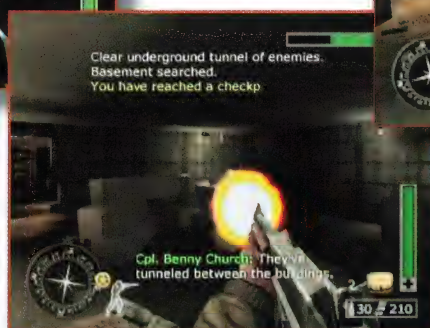
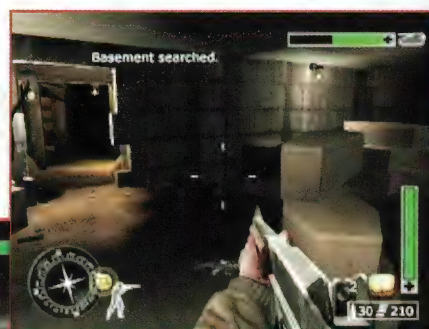


Objective: Search Basement

When the Panzerschreck unit on the third floor is neutralized, you receive instructions to search the basement. This requires you to descend back to the first floor, where the basement door is now accessible. Be ready for some German resistance on your way down.



In the basement you find a group of four enemies behind overturned tables and other furniture. This is an excellent time to use your Grenades to kill/stun the enemies before you move in to clear out the room.



Searching the basement reveals a secret tunnel!

Objective: Clear Tunnel of Enemies

Move through the tunnel and clear it of enemies. This is an excellent chance to use Grenades to your advantage, but be very careful how you throw them, because they can quickly bounce back and end your life in such a cramped space!



Keep moving through the tunnel, staying crouched and keeping your weapon raised so that you're looking straight down the sight. Whenever you see an enemy peek his head around a corner, smoke him. At the end of the tunnel you pop up in the Third House (see map).



At the end of the tunnel you see a hole that leads to the Third Building (see map). Inside this room is a Panzerschreck unit, so be prepared for the enemy to open fire on you with heavy guns! Toss a few Grenades into the room to clear it out before you enter.

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AMERICAN CAMPAIGN

Objective: Protect the Tank Column

From the basement, you must move up through the Third House (the house across the street from the Aachen Theater) to get to the mounted MG 42 on the upper floor. Move carefully and keep your weapon loaded at all times to deal with rooms full of enemies.



When you're in possession of the MG 42, the tank column rolls into your view and you'll start to see Panzerschreck units appear. Concentrate on the Panzerschreck units first. Don't worry about other enemies for now; just mow down the guys carrying the big tubes!



Objective: Regroup with Tanks

When you get the news that the column is protected, move down through the house to the tanks outside. The M12 has to knock down a door to allow you to get out onto the street, so be patient and wait for the door to be destroyed.



This green door gets blown open.

Objective: Enter the Sewer System (Protect the M12)



When you rejoin the tanks on the street, three Panzerschreck units emerge from a manhole cover in the theater courtyard. Take out these units and then enter the sewer system to end the mission.



Descend into the sewers to end the mission.

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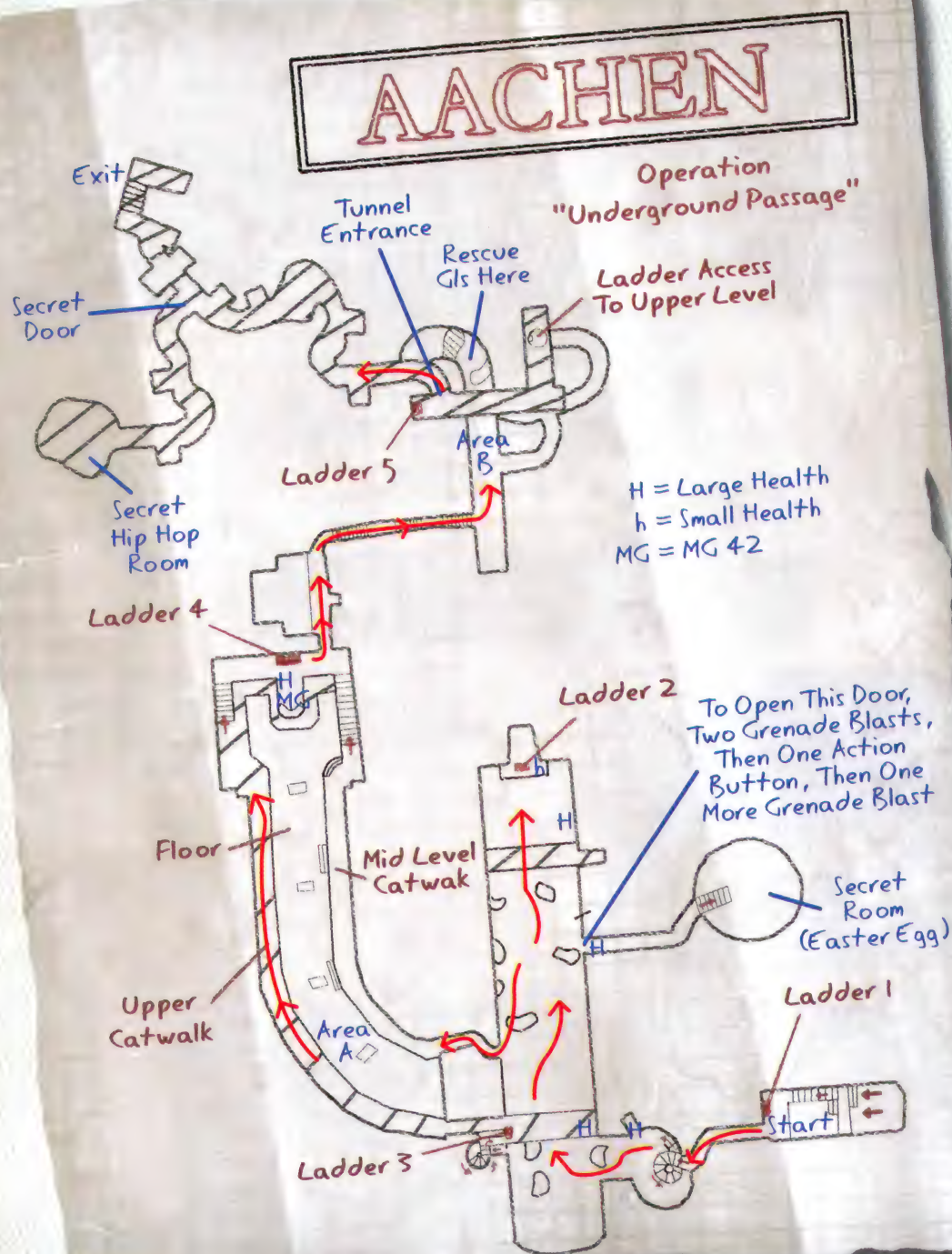
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MISSION 14: UNDERGROUND PASSAGE



This mission continues where the first mission left off. Your job is to prevent the Germans from using the sewer system to get around Aachen and subvert the Allied attempts to capture the city.

The Path to Victory

Your overall job is to prevent the Germans from using the sewers to their advantage. This involves destroying ladders that lead to the surface, neutralizing machine gun nests, and even rescuing some GIs that are pinned down behind German lines.

Recommended Weapons



M1 Garand: A great long-distance weapon that can fire eight shots in a semi-automatic fashion, making it the best of the basic rifles in the game.



M2 Fragmentation Grenade: Important for taking out clusters of enemies in the close quarters of the sewers.



MP40: German submachine gun. Very good for close-up action.



Thompson: You start with this fine weapon, but ultimately you'll run out of ammunition for it.

Objective: Destroy Ladder 1

You begin the mission standing beside the first of five ladders that must be destroyed. You can get a Health Kit by turning around at this ladder, going down the stairs, and turning again to walk toward the ladder. To destroy the ladder, place explosives on it and then get out of the way!



The first ladder is easy to destroy.

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When the first ladder has been destroyed, proceed through the tunnel and then move down the spiral staircase. Note that there's an enemy on the staircase with you, so have your weapon at the ready. At the bottom of the stairs you come to a large cavern with two groups of enemies shooting at you from behind rubble piles. Find some cover and break out your M1 Garand so that you can take them out accurately.



Keep an eye out for the enemies on the walkway above as well. Using a Grenade is another great way to thin out your foes so that you can move in to mop up the area.



Easter Egg: Secret Baby Picture Room

See the map for the entrance to the secret room. To get through the door, you must first make sure that all of the enemies in the area have been vanquished (so that you don't get killed while trying to get inside the room). Next, use two Grenades consecutively on the door. Now run up to the door and press the action button, then back away and hit it with a third Grenade. The door opens and you can go inside the secret room.



Inside the room you find an MG 42, a .30 Caliber Browning, Teddybear Grenades, and Stickybear Grenades. You also find pictures of what we assume are the developers of *Call of Duty: Finest Hour* when they were babies. One picture on the

wall is even a sonogram! Notice the toy tank, a giant rat in a cage, and even a working toilet. Enjoy.

Objective: Destroy Ladder 2

The second ladder is at the end of the large hall. You must move through the short tunnel on the left to get to it. Be aware that there are three German soldiers guarding the ladder as you move toward it. When you arrive at the ladder, place the explosive on it and then run.



Two down, three to go.

Objective: Destroy Ladder 3

If you got into the Secret Baby Picture Room, then you likely have either an MG 42 or a .30 cal gun with you; this will make your life a little easier as you take out the next ladder. Move through the short tunnel into Area A (see map).



Here you pop out onto the mid-level catwalk, but you can descend to the lower level and then, by extension, to the upper catwalk, where the next ladder waits to be destroyed.



Take out the third ladder.

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Objective: Neutralize MG 42



As you move along the upper catwalk you come to a point where you get pinned down by an MG 42 nest. This is a very tricky situation. There are a couple of ways you can take out the nest. First, you can try to toss a Grenade at the nest from the mid-catwalk or the lower level. Or you can use your M1 Garand to try to snipe the gunner's head from the upper catwalk.



Objective: Destroy Ladder 4

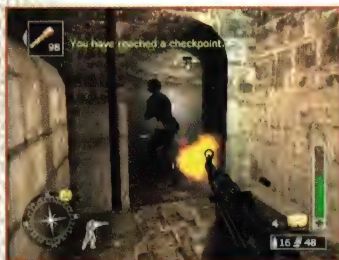


The fourth ladder is behind the MG 42 nest, and to get at it you have to take out the group of enemies in the area around the nest. Grenades are excellent here, as is the .30 cal or MG 42 (if you got into the Secret Room). Clear the area and then put the explosives on the ladder.



Objective: Rescue the GIs

As you move into Area B, you face stiff resistance. Use some Grenades to thin out the enemy positions. Then flush them out and move down to the end of the hall where the pinned down GIs are waiting for you to show up.



Objective: Destroy Ladder 5

You can reach the last ladder by moving through the tunnel to the right of the rescue area and then climbing up a ladder to the upper level. This entire area is very well defended, so we recommend using Grenades (if you have them) to thin out the menace before you move in. When you get to the ladder, blow it up!



A Kaiserbear Bomb (from the Secret Room) in action.



The last ladder is at the end of this hall.

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Objective: Negotiate the Tunnel (and Clear It)

There is a dirt tunnel opening just to the right of the fifth ladder location (see map). You must now move through the tunnel to find a path back to the surface—after all, you just destroyed all the ladders that lead up! Follow the tunnel, but be ready for enemies waiting in every nook and cranny along the way.



When you come to the darkened portion of the tunnel, hang back and try to clear out the area ahead with Grenades as much as possible. Just past this area is a secret doorway that can be opened with explosives (see the following sidebar).



Easter Egg: Secret Hip-Hop Room

See the map for the entrance to this Secret Room. To get through the door, first make sure that all of the enemies in the area are dead. Next, use two Grenades consecutively on the door. Now run up to the door and press the action button. Then back away and hit it with a third Grenade. Yep, it's the same process as the Secret Baby Picture Room.



Inside the room you find an eclectic group of characters from the game doing their best to intrigue you with their dance routines. It's a heck of a lot of fun to watch! You can man the Victrolas and "scratch" by standing next to the deejay and pressing the action button.

Objective: Find the Exit

Once you've found the Hip-Hop Room, you need only clear the rest of the tunnel of enemies and find the stairway up. When you get there, the mission will come to its end.



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MISSION 15:

SURRENDER AT AACHEN

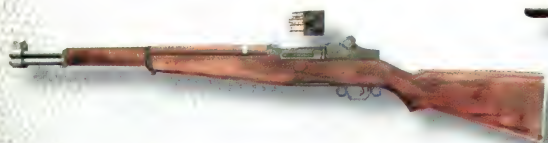


This mission continues where the previous mission left off. This mission requires you to find your way back to the tank column and protect the tanks and, more importantly, the M12 from enemy anti-tank attacks.

The Path to Victory

First, you must find your way back to the street. Once you're topside, climb through a house and use an MG 42 emplacement to take out the German troops attacking the 1st Battalion. After you've protected the 1st, descend in the house and take out the two Panzerschreck units targeting the M12. Lastly, escort the tank column to the Town Square, and take out the Panzer emplacement that's waiting for you there.

Recommended Weapons



M1 Garand:

A great long-distance weapon that can fire eight shots in a semi-automatic fashion, making it the best of the basic rifles in the game.



BAR:

Some of your allies drop these powerful machine guns.



MP40:

German submachine gun. Very good for close-up action.



Thompson:

You start with this fine weapon, but ultimately you'll run out of ammunition for it.

Objective: Get to Top of Building

You begin where the last mission left off, in the basement of a building in Aachen. In the first room where you encounter enemies, enter the door on the left; you'll be in a closet with a Teddy bear on the floor. Press the action button to get some health from the "adorable" bear. Climb up through this building to the top level, where there's an MG 42 emplacement that you can commandeer from the two German soldiers manning it. There are plenty of soldiers in the building on your way up, so be ready for them. Fortunately you can catch the first batch of enemies napping as you break open the door.



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The first group of enemies are on a break when you open the door. Take advantage of it.

At the top of the house you find the two Germans manning the MG 42.

Objective: Protect 1st Battalion

As you man the MG 42, you get the message to protect the 1st Battalion as it rolls through the street below you. The enemy suddenly appear from the left and right sides of the ruined building below you, and their Panzerschreck units attempt to take out the tanks. Your job is to concentrate first and foremost on the Panzerschreck units, and secondarily on the infantry. The Panzerschreck units attack from the two floors of the ruined building on the right, as well as from the ruined building directly in front of you. When the Battalion has been protected, you get the go-ahead to move on.



Objective: Neutralize Panzerschreck Units on 2nd Floor

Move up the wrecked boards to the attic above the MG 42 nest. Here you can get a Large Health Kit and some Thompson ammunition. Follow the staircase down to the second floor where two Panzerschreck units are lining up the tank column.



There is a Large Health Kit and Thompson ammunition in the area above the MG 42 nest.



Watch out for the two guards on the floor above the Panzerschreck units.

Concentrate on the enemy units in the area first, then go after the Panzerschreck. Although the Panzerschreck units pose a very real threat to your tank column, the enemies in the area pose a grave risk to your personal health first! You have to break open a door to get at the second Panzerschreck.



Objective: Rendezvous with Tank Column

Get through the area on the first floor and then out into the street to meet up with your tanks. The problem at hand is that there are five or six enemies hiding behind barricades on the first floor. Use your Grenades to thin out these enemies before you proceed into the street.



A Grenade blast in action.

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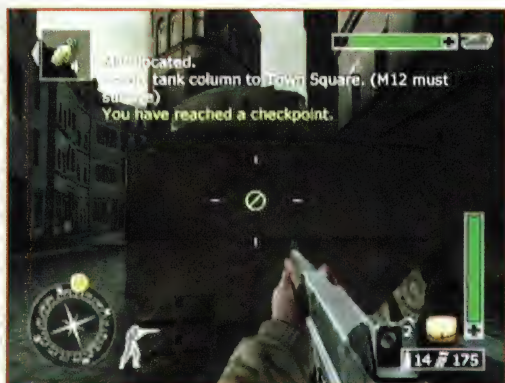
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AMERICAN CAMPAIGN

Objective: Escort Tank Column to Town Square

Move in behind the tanks and follow them down the street. After the Sherman tanks blow a hole in the triangular building, a Panzerschreck unit emerges behind the tanks but in front of the M12. Wait for it and take it out.



Continue following the tanks down the street. Several Panzerschreck units attempt to take out the M12 as you move along. Unfortunately there are also many German infantry in the narrow streets, and you must concentrate on them as well, or they'll put you down in a hurry.



There are a pair of anti-tank units in this alcove.



You've made it to the Town Square.



Objective: Flank the Panzer Units

In the Town Square you have to worry about the two Panzer units (see map). More importantly, there is a group of German soldiers retreating through a doorway on the far side of the square. This is the way you have to go in order to flank the Panzers.



The way is through this doorway.



From this obstacle in mid-square you can see the Panzers.

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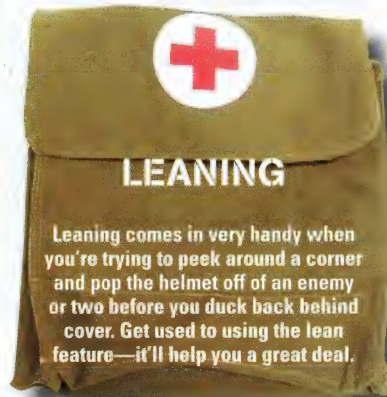
AMERICAN CAMPAIGN



Use your M1 Garand to pick off the enemies one at a time as you lean out from behind the wall.



You exit through the short hallway into another courtyard with enemies in it. There is a long alley well defended by a large number of German soldiers at the end of the courtyard. We strongly recommend that you toss Grenades at the enemies in copious amounts.



As you approach the end of the alley things get increasingly difficult. Keep chipping away at the enemies, but don't get out of your crouch because there's an MG 42 near the entrance to the building you must enter. There is a pack of Grenades near the end of the alley. So, even if you're out of them, you can toss a few from this stash at the MG 42 nest to clear your way into the building.



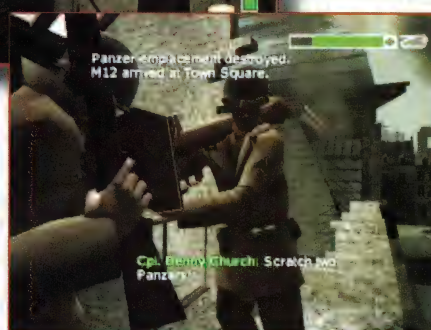
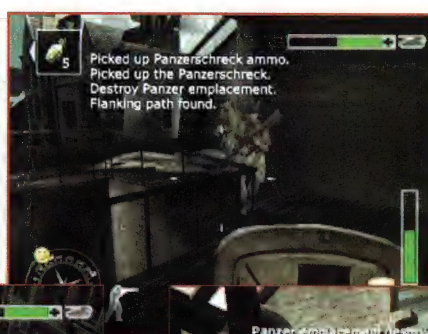
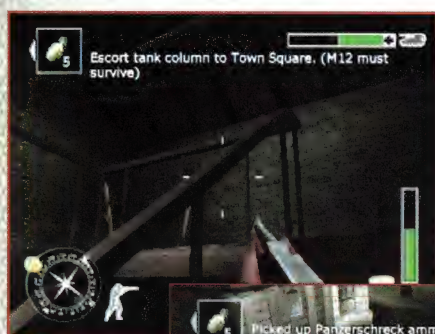
This is the doorway into the building.

Objective: Destroy the Panzers

The way to get behind (and above) the Panzer emplacement so that you can destroy it is through the house. Burst through the door and take advantage of the enemies inside—they're not concentrating on you at all—they're looking to your left. Take them out before they figure out what's happening.



There are no enemies between the ground floor and the top. On the top floor, you come face to face with two Germans wielding Panzerschrecks. Don't take your time to eliminate these guys because they'll use their anti-tank weapons on you! After you eliminate the two enemies, move to the area overlooking the Panzers below and let them have it with two consecutive Panzerschreck blasts. Don't waste time here because the Panzers rotate their turrets toward you as soon as you hit them with the first round! Once they are destroyed, victory is yours.



A job well done.

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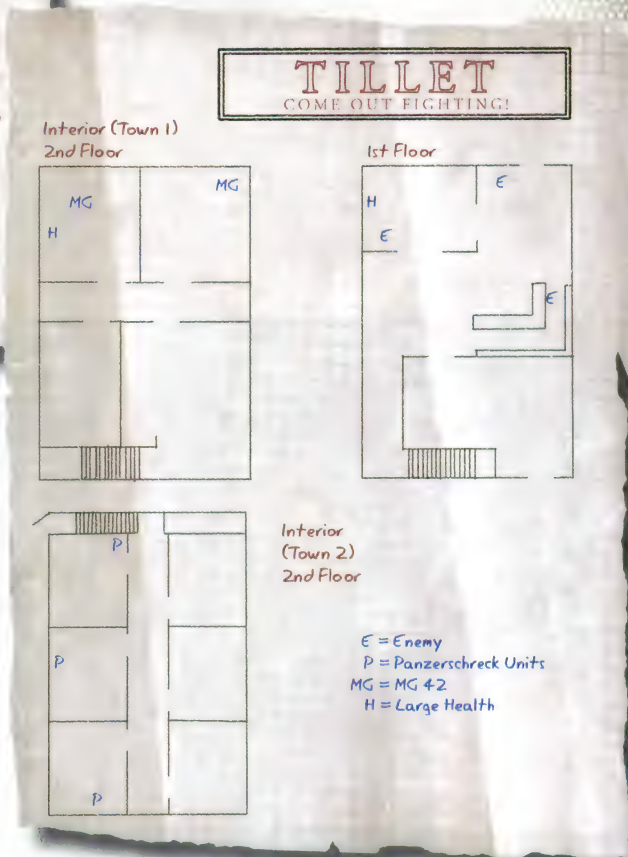
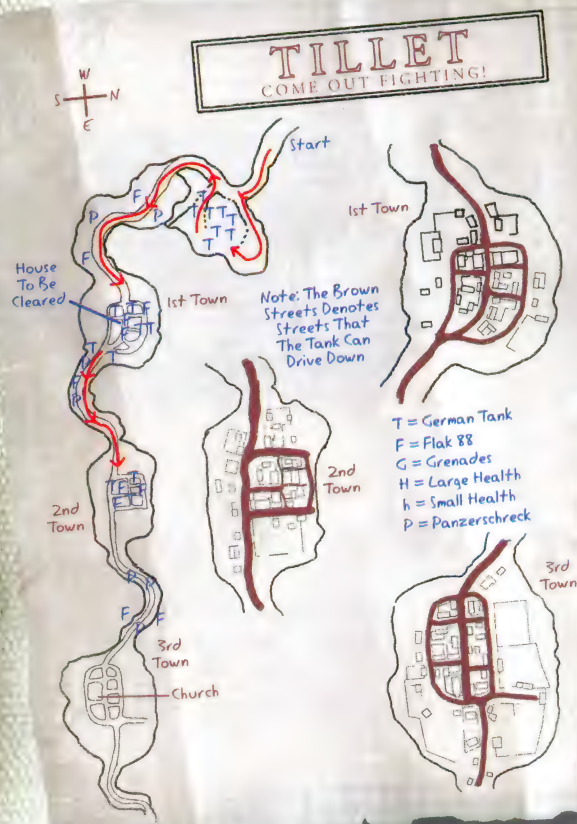
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MISSION 16: COME OUT FIGHTING



The Germans counterattacked the Allied force as they entered Western Germany, driving them back in what became known as the Battle of the Bulge. The major supply line for the German forces ran through Tillet, a Belgian town that had been lost and then recaptured by the German forces. General Patton ordered the African-American 761st Tank Battalion, known as the "Black Panthers," to assault the numerically superior German forces of the 15th SS Panzer division in Tillet. Their success would break the German supply line and force the Germans to retreat from the Battle of the Bulge.

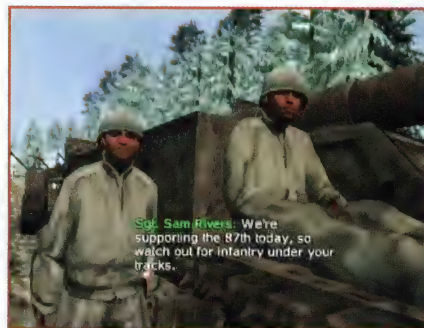
Sgt. Sam Rivers, January 9, 1945, Tillet, Belgium

"My name is Sam Rivers. The day after the attack on Pearl Harbor, me and my best friend Jim rushed to enlist in the U.S. Army. Most of our buddies from the neighborhood in Chicago did the same. I was only 18. I barely had enough time to say my goodbyes, get packed, and marry my sweetheart Maggie three hours before we shipped off to basic training. I was assigned to the 761st Tank Battalion, which was almost entirely made up of colored folk, except for the officers. We were not particularly welcome at Camp Hood, but this just drove us to build an unstoppable team and earn the respect of everyone we met. General Patton himself saw us in action and insisted we be attached to his 3rd Army and stationed in Europe. Today we're near the town of Tillet. Every other American unit assigned to take this town has tried and failed. Now it's our turn. We're all fighting for something more than just defeating the enemy. Every man in the 761st has something to prove to himself and to the folks back home. For us, victory has a double meaning.



The Path to Victory

This mission involves a combination of tank and infantry objectives that will have you hopping in and out of your tank several times before the mission's completion. You must first escort M12 artillery into an open field, then you must move into Tillet and clear the first portion of the town of its armored defense. After clearing out a building in the first portion of Tillet, you must move to the second portion and also clear it of its armored defenses before sweeping another house on foot. Lastly, you will move to the third part of Tillet and again sweep it of its armored units.



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Recommended Weapons



Grease Gun:

An adequate replacement for the Thompson, although its rate of fire is slower.



MP40:

German submachine gun. Very good for close-up action.



Panzerschreck:

You can pick up one of these in the second building and keep in on hand for later use.

Objective: Escort the M12s to the Deployment Area

The mission starts with you in command of a Sherman tank. Take a moment to get the hang of moving the tank and operating the turret simultaneously. Then move along the road to the region above the deployment area. Once there, use your tank zoom to take out the enemy tanks in the area below.



The zoom feature on the tank is very important here.



Follow the road out once it's cleared.



When the first wave of German tanks are destroyed, move down into the deployment area. You get a message that another round of German Panzers are en route. Turn your turrets to the road descending into the area and pick off the inbound tanks.

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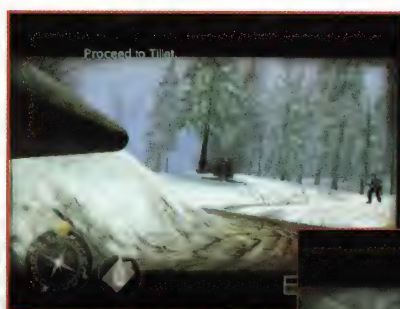
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Objective: Move to Tillet

The road to Tillet is littered with Panzerschreck units and Flak 88 guns. Keep your eyes open and use your Coaxial machine gun to keep the Panzerschrecks off your back while the main gun takes out the Flak 88s.



AMERICAN CAMPAIGN

Objective: Clear Tillet (1st Part of Town)

When you come to the outskirts of the first part of Tillet, you see Panzer IV tanks and the three Flak 88 guns (even from a distance). Use your main cannon's zoom feature to take out these units from afar.



With the front line of enemy armor burning, move tentatively into the town and clear out the final few pieces of enemy armor that stand in your way. Once you've cleared it, you're instructed to park your tank and clear out the building of machine gunners.



This is the house you must clear.



Park your tank through this small gateway.

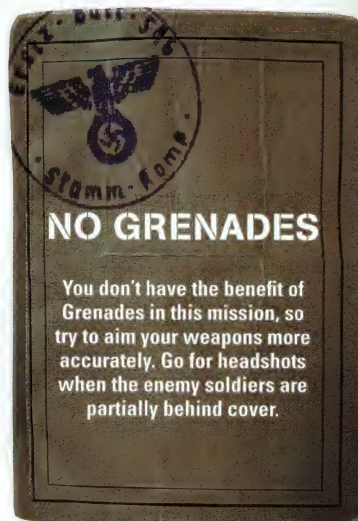
Objective: Clear Building

Park the tank and dismount. Move into the building and clear it of enemies, and specifically the MG 42 gunners. Move through the lower level carefully. You don't have the benefit of Grenades in this mission, so use your Grease Gun and sweep out the lower level before moving up to the top level where the gunners are.





You take the gunners by surprise.



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Easter Eggs

When you get to the building in the first part of Tillet, go into the barn/stable area and jump against the wall to the left of the large barn door. You find a secret room containing two Health Kits and some 'Alice in Wonderland' type imagery.

At the second house (in the second part of Tillet), you can jump up on the barbed wire beside the doorway and run along it until it meets the house. Then jump against the wall. This reveals another secret room containing a secret Nazi experimental flying saucer, as well as six Health Kits!

Objective: Move to 2nd Part of Tillet

When the house is cleared, get back into the tank and move down the road toward the second portion of Tillet. This section of road is just as dangerous as the last, with Panzerschrecks, Flak 88s and MG 42 emplacements along the entire route. Use your zoom ability to take out the 88s from maximum distance as you move along.

You'll have to take out a couple of tanks as you leave the first part of Tillet.





Objective: Destroy The Flak 88s

In the second part of Tillet destroy the three Flak 88s defending the town. There are two directly in front of you as you enter the town, and one is off to your left. Note, however, that there are also several tanks to deal with as soon as you roll in. Take out the Flak 88s first (at least the first two) so that you can concentrate on the tanks without worrying about getting pummeled by the fixed guns.



Two of the three Flak 88s can be destroyed from afar.



Objective: Destroy the Anti-Tank Units in the House

Again, dismount the Sherman and enter the house. Clear it of the Panzerschreck units inside. Beware, however, that there is an MG 42 staring down the doorway that leads into the house. The only way for you to get in without taking a huge hit is to crawl into the house on your belly.

You have to take out some very determined Panzerschreck units in the rooms upstairs. Again, you don't have Grenades so be sure to keep your weapon loaded up as you move through the rooms. When the enemies are vanquished, you have to fight off a German tank assault.



A Panzerschreck waits to be picked up—you'll soon need it.

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AMERICAN CAMPAIGN

Objective: Repel German Tanks

Use the Panzerschreck you picked up to thwart an attack from German tanks. The key here is to fire and then get away from the tank's line of sight by hiding behind walls. After you destroy a large number of tanks, you get the okay to return to your Sherman.



Objective: Move to 3rd Part of Tillet



Move down the road to the final portion of Tillet. Along the way you see a huge number of German soldiers retreating, but don't take them lightly because there are some Panzerschreck units hidden among them. You come to a pair of Flak 88s across from each other on the road; try to take them out from as far away as possible before you move into the town.



Hordes of German soldiers flee in front of you.



A pair of Flak 88s flank the roadway.

Objective: Destroy Tanks in Tillet (3rd part)

Take out the German tanks patrolling the third portion of Tillet. Use the buildings as cover as you take out the enemies one at a time. Don't move out into the open where multiple enemies can get a line of sight on your position.



Objective: Defend Church

You must hold off the German attack for two minutes. If you can do this and survive, the mission is yours.



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MISSION 17: ROAD TO REMAGEN

REMAGEN ROAD TO REMAGEN



The Rhine River was the last great natural obstacle before Berlin. The Germans, seeking to stall the Allied advance, tried to knock down every bridge across the river. If the Allies could find an easy path across the river at Remagen, they would claim an easy road to victory and prevent the bloody sacrifice of thousands of Americans. They would be the first foreigners to invade across the Rhine since Julius Caesar.



Lt. Chuck Walker, April 7, 1945, Remagen, Germany

"It's been four grueling months since we took our first German city at Aachen. That mission and the weeks that followed have been particularly difficult. A bitter cold fight to try to fight off the Germans was one of the few times I actually thought I might not make it back home. My men came out decorated for their sacrifices. That doesn't change the fact that we paid a heavy price to get into Germany. We've been hearing rumors that a bridge across the Rhine is still intact, and we're heading there to check it out. The end of this war is close, we all know that. Germany has nowhere to stay but home, and that's no longer a safe place to sleep."

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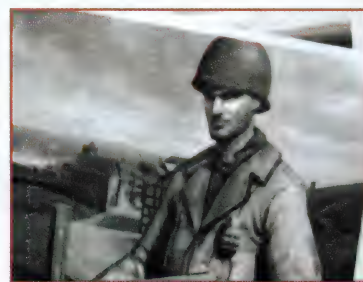
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The Path to Victory

This mission involves scouting (and fighting in) the area around the bridge. You must move through many areas of Remagen, fighting the entire way. Eventually you're charged with securing the bridge area, which is accomplished by taking out the enemies as you move. Lastly, you must find a stockpile of Panzerschrecks and take out the Tiger Tanks the Germans send your way.



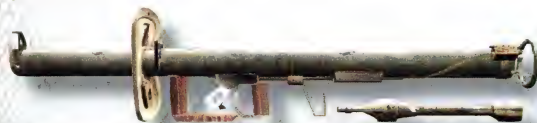
Recommended Weapons



BAR:
Powerful machine gun.
Don't waste ammunition!



G43:
Sniper rifle. Very handy for taking out
MG nests from afar.



Panzerschreck:
You find these upstairs in city hall. Use them
against the Tiger tanks in the courtyard.



MP40:
German submachine gun. Very
good for close-up action.

AMERICAN CAMPAIGN

Objective: Scout Bridge Status (Get to Tunnel)

The mission begins on the relatively quiet streets of Remagen. Follow your squad into town, but don't get too brazen. Use the nooks and crannies of the doorways as cover, and stay crouched as you move forward. There are some goodies nearby as you begin, so pick them up before moving on.



There's some Health and Thompson ammo right away!

Continue through the streets, taking out the small squads of enemies as you move. You come to a side street with an MG 42 nest; we suggest you toss a Grenade to eliminate it. If you try to cross in front of it you'll get smoked in a hurry.



Expect heavy resistance as you approach the park and tunnel.



An MG 42 gunner caught from behind!



When you get to the tunnel and park area, you see a large number of Germans pouring down the tunnel—that is, if you haven't already fought them. Try to take them down if you can, but otherwise let them go and prepare to fight them later. Move down the stairs into the park and secure the area.



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Objective: Capture Area A Beyond Tunnel

Move down into the park area and to the tunnel entrance. Then start moving down the tunnel carefully. About halfway down the tunnel you find two nooks; use these as the enemy opens fire in a hurry. You're fired upon from three areas. First, the area directly across from the tunnel in Area A (see map) has soldiers shooting. Then there are several enemies at the mouth of the tunnel. And finally, there is an MG 42 emplacement firing at the tunnel exit.



Don't walk out in front of the MG 42. Lean out and toss a Grenade at it.

At the bottom of the tunnel it's wise to toss a few Grenades into Area A, and snipe at enemy helmets as they pop up. When this is under control, you can lean out and toss a Grenade at the MG 42 nest to clear it out before moving directly into Area A.



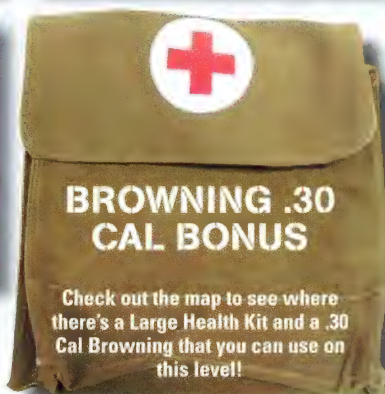
Objective: Secure Church Area



While you can move quickly through the church area en route to city hall, it's probably worthwhile to clear out the area around the church before you venture forth. Proceed with caution and wait for your squad members to catch up as you sweep through the church area. Use the stone outcroppings as defensive positions as you move.



From the church area you can see city hall, your destination.



Objective: Secure City Hall

You must leave the church area and move down the street to city hall. There is plenty of fighting as you go. City hall itself is also well defended, and we recommend ventilating the building with some Grenades before entering!



You didn't expect city hall to be empty, did you?

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Objective: Destroy Tiger Tanks

Once in city hall, clear the building of enemy units. Upstairs you find Panzerschrecks that you can pick up and use on the Tiger tanks in the courtyard. Use them to take out the tanks, but don't stand in one place for too long or you'll get smoked with a shell from the Tiger's main cannon! Once the Tigers are destroyed, the mission ends.



Don't worry about ammo; there's lots of it.

MISSION 18:

LAST BRIDGE STANDING



This is the second-to-last mission. You must escort a column of Sherman tanks to the mouth of the bridge. The bridge at Remagen is famous in that the Germans tried to destroy it and failed. The Allies were able to move plenty of troops across it before it finally fell into the water a few weeks after capture.

Bridge at Remagen

The Germans tried to blow up the Ludendorff bridge in Remagen as they were beaten back out of the city, but they failed. This left an all-important corridor over the Rhine river for the Allied armies to cross. The bridge was battered heavily during the fighting. Unbelievably, it held up through the combat, lasting a few days after its capture and then collapsing into the Rhine.

The Germans had tried twice to demolish the bridge without success, and the fact that the bridge remained standing is sometimes referred to as the "Miracle at Remagen." It was the last remaining bridge over the Rhine river! It was captured on March 7, 1945 and collapsed into the Rhine on March 17, after huge numbers of Allied troops, supplies and armor had crossed it.

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The Path to Victory

This mission is very tough indeed. You must escort a column of Sherman tanks across Remagen to the mouth of the Ludendorff bridge. The ultimate goal is for the 'scoop' bulldozer tank to survive as it makes its way across the town. Along the way there will be stiff enemy resistance, Panzerschreck attacks, and even street mines to be disabled—a tall order, but nothing you can't handle!

Recommended Weapons



BAR:
Powerful machine gun.
Don't waste ammunition!



G43:
Sniper rifle. Very handy for
neutralizing enemies from afar.



MP40:
German submachine gun. Very
good for close-up action.

Objective: Escort Tanks

At the beginning of this mission, we suggest you drop your Panzerschreck and exchange it for an M1 Garand, because its accuracy over distance will come in handy. Move with the tanks down the street and pick off any enemies you see. Be ready for the Panzerschreck units waiting on the right (see map) a short distance down the street.



A Panzerschreck unit launches.

Objective: Clear out the Five Mines

As you round the corner into Area A (see map), you see five mines (flashing red on the ground) that keep your tanks from moving until you destroy them. Move along the outside of the area, then capture the MG nest in Building A. From this point you can shoot at the mines or toss a Grenade or two at them. You can defuse the mines by approaching them and pressing the action button. The key in this area is to stay very low and use Grenades to thin out the enemies in Building A and the area to its left.

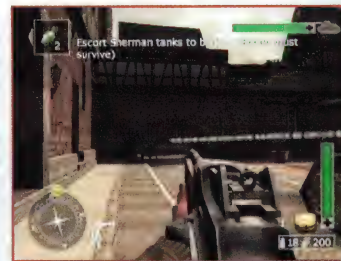


A mine explodes after being shot.



Objective: Proceed to Roadblock

Once the mines are cleared, the Sherman tanks blow open the nearby roadblock, allowing the column to continue through the area. There's an MG unit to the left of the newly-opened roadblock; toss a few Grenades into the nest as your tanks move forward.



There's a Panzerschreck under the short tunnel.

The tunnel area is full of enemies, including a Panzerschreck unit. Use your BAR (if you still have ammunition) to mow down the enemies by the bridge as the tanks approach.



You move down a long street that's peppered with enemies. As you get to the portion of the street that opens up (Area B on the map), an MG 42 opens up on you. Toss a Grenade or two at the emplacement and then continue to follow behind the tanks. The roadblock is just ahead of this area.



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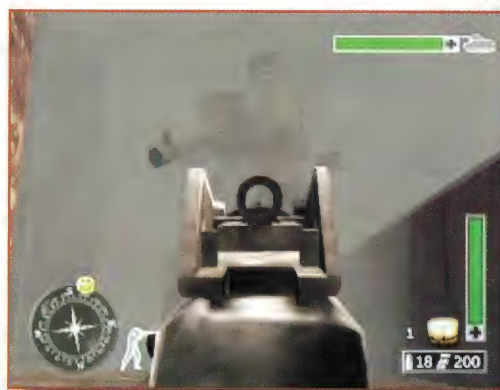
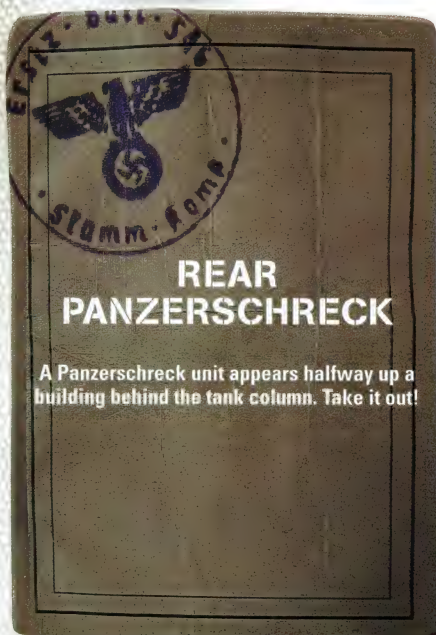
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Keep an eye out for Panzerschreck units.



Objective: Find a Way Around the Roadblock

When you get to the roadblock, you're tasked with finding a way around it. Take the stairs down into the cemetery, and get ready for an intense firefight. There are enemies behind nearly every tombstone, so don't try to eliminate every single one. Instead, crouch down and move from stone to stone to get to the exit (see the map for the path), killing any enemies that get in your way.



Climb the stairs up to the area above the cemetery, and keep your gun ready to take out the three Germans that approach you. Move to the large brick passageway and follow it through to its completion. At the end is an MG 42 gunner that you can take out with a Grenade or two.



Objective: Move Through the Furniture Factory

Once you rendezvous with the tank column outside the furniture factory, follow it into the loading dock area, keeping your gun ready to take out the enemies that appear along the way. At the loading dock, move in and through to Building A (see map).



The warehouses have goodies in them.



Inside the building, move along with the tanks and take out Panzerschreck units and regular infantry as you go. Follow the tanks out and along the dirt road to the mouth of the bridge to end the mission. Stay low behind the tanks to avoid MG 42 fire from the area of the bridge.



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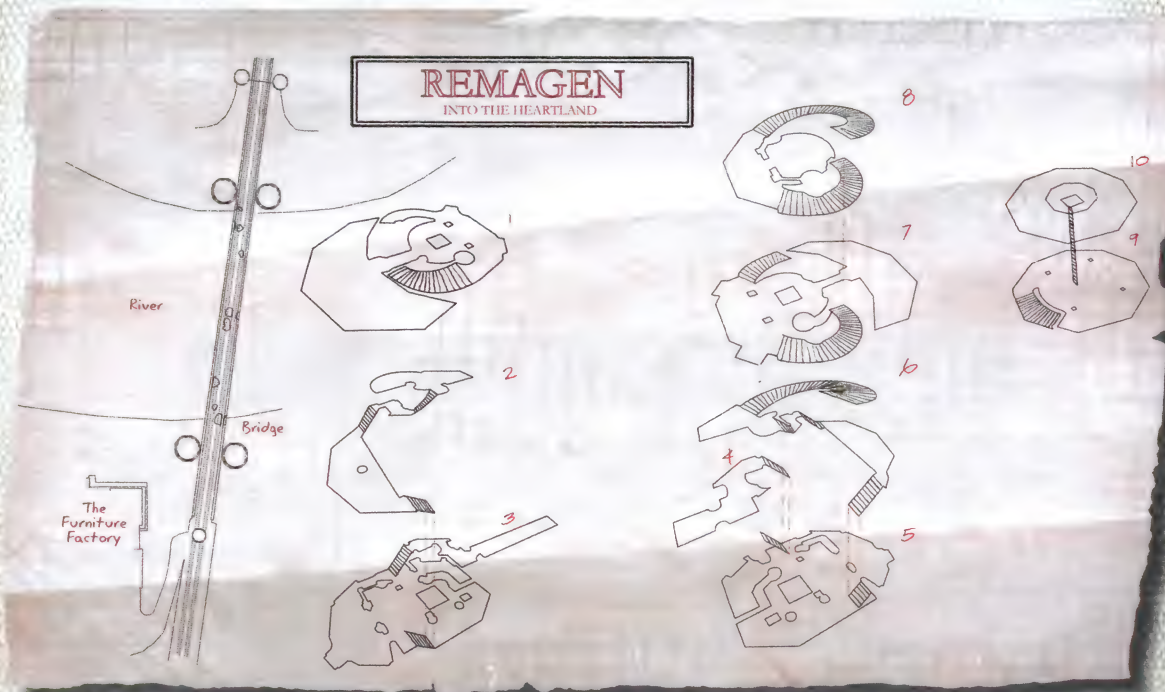
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MISSION 19:

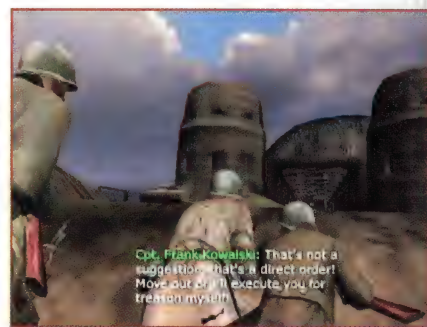
INTO THE HEARTLAND



This is the final mission of the game, and not surprisingly it is also one of the most difficult. Your goal is to capture the bridge—no small feat—and then clear the two stone towers at the far end.

The Path to Victory

You must first work your way across the bridge with plenty of enemies firing at you. When you get to the final third of the bridge, take out the MG 42 nests at the far end. Then you must clear out the two towers of German influence. Finally, climb to the top of the south tower and use the Flak 38 gun to shoot down the attacking Stuka dive bombers.



Recommended Weapons



BAR:
Powerful machine gun. Don't waste ammunition!



G43:
Found about one third of the way through the map on the left side. It's very useful against the MG nests at the far end of the bridge.

Objective: Cross the Bridge (to the Midpoint)

The Germans are retreating across the first half of the bridge, making it relatively easy for you to stay low and move from obstacle to obstacle to avoid taking any hits. Keep your weapon ready to pick off the retreating enemies as you move across the first half of the bridge. Don't rush it; there's plenty of time to make it across.



Holes in the bridge force you to make a move across it.

When you get to a large hole in the bridge, you must cross the open decking, a dangerous proposition. Stay low whenever you do this. Indeed, there is plenty of time so don't be afraid to crawl on your belly. Grenades also can play a helpful role in taking out pockets of enemies on the bridge, so don't be shy about using them. At roughly the midpoint, you come to an overturned car and a stash of ammunition and Health.



Take advantage of these power-ups while you're here.

Keep moving from obstacle to obstacle as you proceed along the bridge. Don't leave any enemies behind you—take out all of them on your first pass. When you get close to the towers, you'll have to exclusively crawl on your abdomen to keep the MG 42 nests from taking you out in two seconds flat. Use your best long-range weapon to snip at the gunners' heads as you get closer.

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16 Come out Fighting

17 Road to Remagen

18 Last Bridge Standing

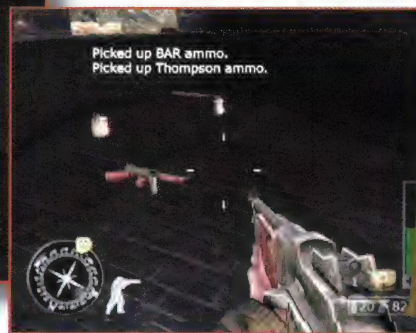
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AMERICAN CAMPAIGN



You can even try lobbing Grenades at the MG 42 nests.

There is one backup gunner for each MG 42 emplacement at the end of the bridge. This means you have to snipe two gunners per gun. It's time-consuming, but it must be done. When all of the MG 42 gunners are dead, you can move into the towers.



Objective: Get to South Tower

Get to the south tower by fighting your way through the north tower. Inside the tower, descend and then move back up the wooden walkways to get to the midpoint walkway that leads between the two towers (see map). There are plenty of enemies in the tower, so be ready for them. Use Grenades here to take out multiple enemies in one fell swoop.



The walkway between the towers is well defended.

Objective: Get to the Top of the North Tower

In the North Tower, the fight is similar to the last tower's battle. Your goal, however, is to reach the circular staircase that winds around the tower's inner wall and proceed to the upper level. Fight your way up there, and when you get to the ladder, stop and reload your weapon.



Objective: Take out the MG 42

When you reach the ladder that leads to the top of the tower, you may want to toss a Grenade or two up there first. There are several German soldiers up there with the MG 42 gunner, and they're waiting for you as you climb up! Get ready to use your Health Kits when you reach them.



Objective: Destroy the Stukas

When the MG 42 gunner is neutralized, get on the Flak 38 gun and take out the Stuka dive bombers that are trying to finish off the bridge once and for all. The most important tactic is to lead the Stukas as you fire. It's also important to fire only when the Stukas are relatively close. While you can hit them when they're farther away, it takes so much



time and concentration that other Stukas ultimately penetrate your safety net. You must shoot down seven Stukas to complete the mission. When the Stukas are finished, the game is over—congratulations!

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MENU OPTIONS

This section looks at the menu options available to you when you enter the multiplayer section of the game.

Instant Action/Optimatch

This is the fastest way to get into combat. Instant Action (Optimatch on Xbox) allows you to get into the game with a minimum of menu selections and fiddling. Once selected, you can choose what type of game you want to play, after which you're shown a list of available games to join.

Find Session

This option can help you find a specific game or type of game. From this menu you can specify game type, the number of players, and what map you'll be playing on. Once you've selected your criteria you're shown a list of games that best suite the selections you've made.

Create Session

This option allows you to create your own game from scratch. Here are the details of each choice you must make:

GAME TYPE: From this menu you can choose the type of game you will be playing—Deathmatch, Team Deathmatch, Capture the Flag, and Search & Destroy.

START MAP: Here you can choose the map on which to play. In **Call of Duty: Finest Hour** multiplayer, every map can support all the game types. The map choices consist of The Factory, The Square, The Station, The Oasis, The Front, The Village, The Sewers, and The Vault.

MAP ROTATION: Once a game is finished, you can set the map to change and 'rotate' automatically (to keep gameplay fresh). You can have the maps rotate forward, backward, or randomly (or not at all).

TIME LIMIT: This sets the amount of time each game will run. The time ranges from no limit to 60 minutes.

SCORE: This sets the number of points that a team/player needs in order to achieve victory. Depending on game type, the score can range from no limit to 100 points, selectable in increments of five.

MAX PLAYERS: Sets the maximum number of players allowed into the game—4, 8, or 16.

SESSION NAME: Enter a name for your session. This is important when you are setting up a game that you want your friends to join. You can tell them your game's name so that they can find it!

SWAP ENDS: In a Capture the Flag game, the teams can switch sides at the end of the game and play through in opposite situations. In a Search and Destroy game, Swap Ends changes the team roles each game (attackers become defenders).

TEAM BALANCE: This feature, when selected, automatically balances the teams numerically.

RESPAWN TIME: This allows you to set the amount of time that must pass before a player can respawn and reenter the game.

FRIENDLY FIRE: When this is turned on, gunfire from your fellow team members can kill you, presumably by accident. This makes the simulation more realistic. When Friendly Fire is turned off, your teammates' weapon fire does not harm you.

GAME TYPES

There are four game types in multiplayer **Call of Duty: Finest Hour**: Deathmatch, Team Deathmatch, Search and Destroy, and Capture the Flag. Each adds a different flavor to the gameplay and the objectives, making the multiplayer experience very rich and diverse.

VOTING

You can choose Call Vote to change the map, change the game type, or kick a player out of the game. This is a handy feature that allows you to tweak a current game (or get out of it) as you're playing. That is, assuming enough people agree with you and vote for it!

Deathmatch

This is the classic multiplayer mode that is still a very popular way to engage in the action. In Deathmatch, your goal is to simply kill all of the other players in the game. The objective is to kill more players than anyone else and avoid getting killed by others. Deathmatch is a giant free-for-all where the most skilled players usually come out on top.

Deathmatch brings out several different kinds of personalities. First, there's the newbie, who generally walks around upright with a bull's-eye painted on his head—newbies die a lot. Next, there's the sniper, sometimes derogatorily called a 'camper.' These crafty players like to hide in a little known nook or cranny and pick off unsuspecting players as they pass by the sniper's field of view. Some feel that this isn't very sportsmanlike, but snipers get their share of kills. Then there are wild-eyed 'kamikaze-type' players. These hellions are often skilled with their weapons and agile, but they generally run into battle with guns blazing, hoping to take down three or four enemies before they get shot down. Lastly, there's the balanced player who mixes aspects of all the personality types to achieve the best score possible, or at least satisfy his or her current frame of mind.

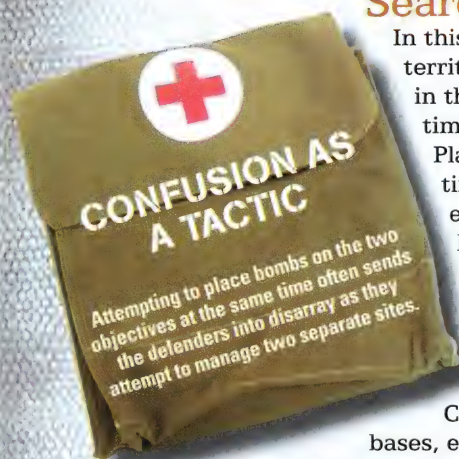
Deathmatch is scored in points (kills), with points deducted for accidentally killing yourself.

Team Deathmatch

Team Deathmatch is just like it sounds, Deathmatch with teams. In this game, it's your job to kill as many enemies on the opposite team as possible, with an eye toward protecting yourself and your fellow team members. In Team Deathmatch it's actually good if a team has several of the 'personality' types described above, because a well-balanced team tends to do better than a team where every player behaves the same way. If you have, for example, a pair of snipers, several 'kamikazes,' and a few balanced players, your team may have a greater chance of coming out on top. Of course, when working as a team the possibilities for roping the enemy into an ambush go up greatly, so it's always good to communicate with your teammates and act in a coordinated fashion.

Search and Destroy

In this mission, one team is tasked with moving into enemy territory and destroying two separate targets. The challenge in this mission is to get to the two targets and have enough time to plant the explosives and defend them from the enemy. Planting the explosives takes about six seconds, during which time you are 100% vulnerable to enemy fire. Then, once the explosives are planted, the enemy is informed of this and you have to defend the area for one full minute while the enemy attempts to move in and disarm the bomb!



Capture the Flag

Capture the Flag is the classic game in which there are two bases, each with a flag and a team to defend it. The point of the game is to get to the other team's flag, capture it, and then return it safely to your own base. The enemy's flag is often very well defended, and there are myriad strategies for managing personnel in this type of game. Do you send out most of your troops on the offensive? Do you keep most of them back and send out only a few scouts? Whatever you do, you need to have backup with your attacking force, and at least a couple of soldiers defending the flag.

Remember that if your flag is taken, it's not the end of the capture! You can kill the flag carrier, retrieve your team's flag, and return it to your base! It's not until both flags are in the same base that the capture is scored. A team can be in the very jaws of defeat, only to recapture its flag and then bounce back to take the enemy's flag and claim victory.

Menu Options

Game Types

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GENERAL MULTIPLAYER TIPS

-  **LEAD WITH GRENADES.** The enemy is often 'dug in' and needs some coaxing to come out of its hiding place. Using grenades clears the way and helps to reduce your risk in moving forward.
-  **RUN FROM GRENADES.** It seems obvious, but when you hear the clink of a grenade coming your way, run for it! Enemies like to lob plenty of grenades at you, so if you hear the familiar tink-tink of a grenade bouncing on the ground, get away ASAP.
-  **USE RANGED WEAPONS.** If you have a rifle with a scope, or even a fairly accurate non-scoped gun, take out the enemy from as far away as possible.
-  **COMMUNICATE WITH YOUR SQUAD MEMBERS.** Working in a coordinated way is the only way to consistently be successful in multiplayer action.
-  **USE WHATEVER EQUIPMENT YOU FIND.** Don't be picky about what weapon you're using. A bullet kills an enemy no matter which gun fires it. If one of your weapons is low on ammunition but you have access to a lesser weapon with lots of ammo, go for the ammo!
-  **TARGET THE MOST LETHAL ENEMY THREAT FIRST.** If an enemy is using an MG 42 emplacement or is pinning down your fellow gamers from on high, concentrate on taking him out first. It's best if you agree with your fellow gamers that one or two of you will concentrate on the problem while the others can focus elsewhere.
-  **EXPECT ENEMY REINFORCEMENTS.** Just because you've taken out a key enemy sniper or machine gunner, it doesn't mean that the enemy won't be replaced by a fellow soldier.
-  **HEAD SHOTS.** Sometimes all you can see of an enemy is the very tip of his helmet. Not to worry; that's all you need when you're using an uncommonly accurate or scoped rifle. Simply aim very carefully at the tip of the helmet and you'll take him down in one shot.
-  **CONSERVE BULLETS.** It's very important to conserve ammunition, especially ammo for desirable weapons like the PPSH. To avoid exhausting your ammo stores, fire only in short bursts rather than 'opening up' on enemies. You'll find that short bursts not only save ammo but also are more accurate than emptying a clip at a time.
-  **USE COVER TO YOUR ADVANTAGE.** Standing out in the open is a surefire way to get your bottom shot off. Sometimes even a small rock or piece of rubble can supply the cover you need if you're lying prone.
-  **DON'T GET COMPLACENT.** Multiplayer games often have players that like to 'camp.' That is, they find a good spot and wait for enemies to happen by, and then cap them. It's best not to camp in multiplayer games, because good camping spots are soon identified, and just as there are campers, there are also enemies that live to sniff out and kill campers!
-  **STAY LOW.** This is always important. The lower you are, the smaller the target you are to your enemy. While you move faster when you're upright, it's often better to sacrifice speed for cover.
-  **TEAMWORK.** Always work as a team. Don't be a lone wolf, a renegade, or a vigilante. Devising elaborate plans isn't necessary to develop an effective team. Even basic communication between teammates, such as calling out enemy locations or sharing your own location, intentions, and destination, will increase your team's kill count.

MULTIPLAYER MAPS

the Factory



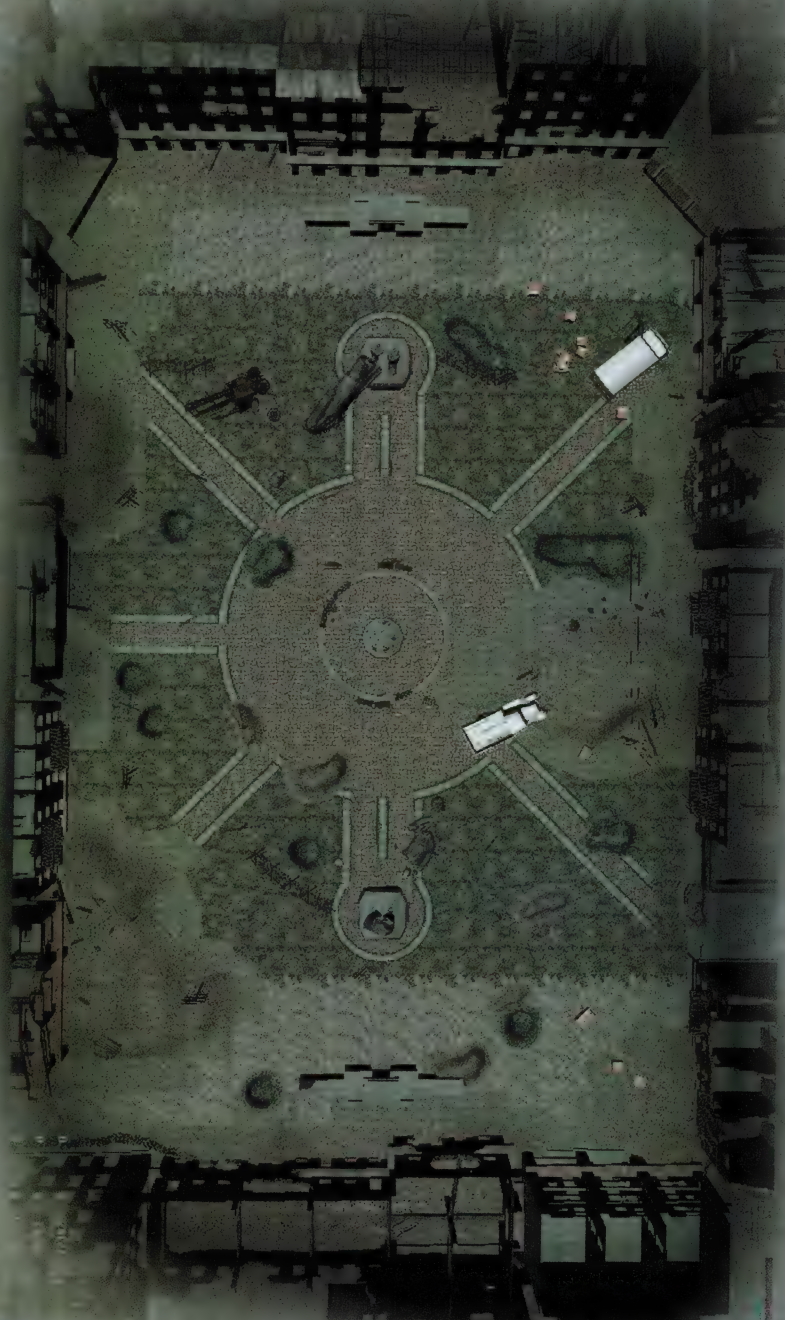
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The Square



The Station



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The Front



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The Sewers



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The Vault



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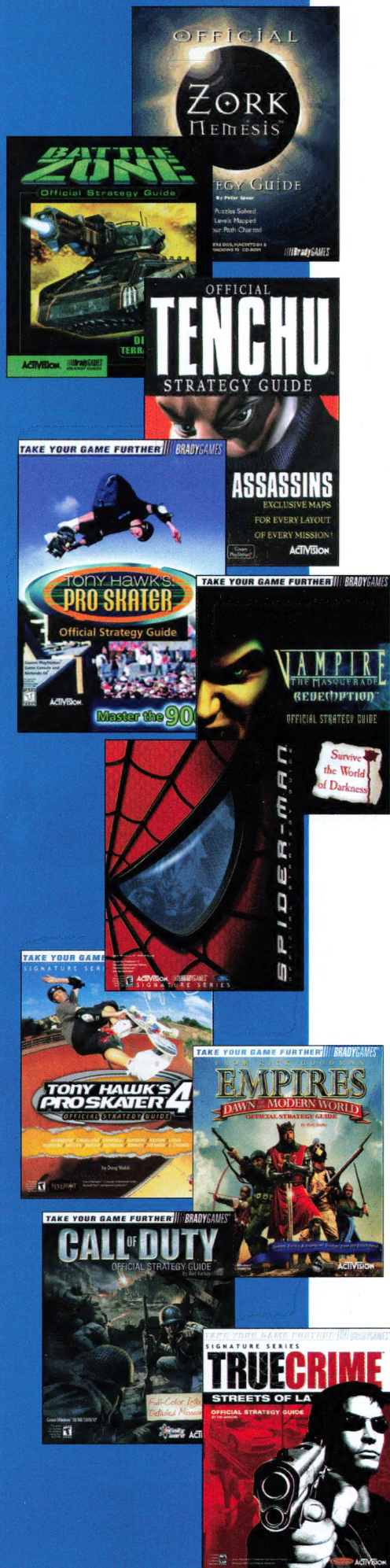
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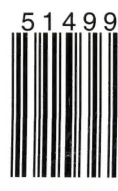
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